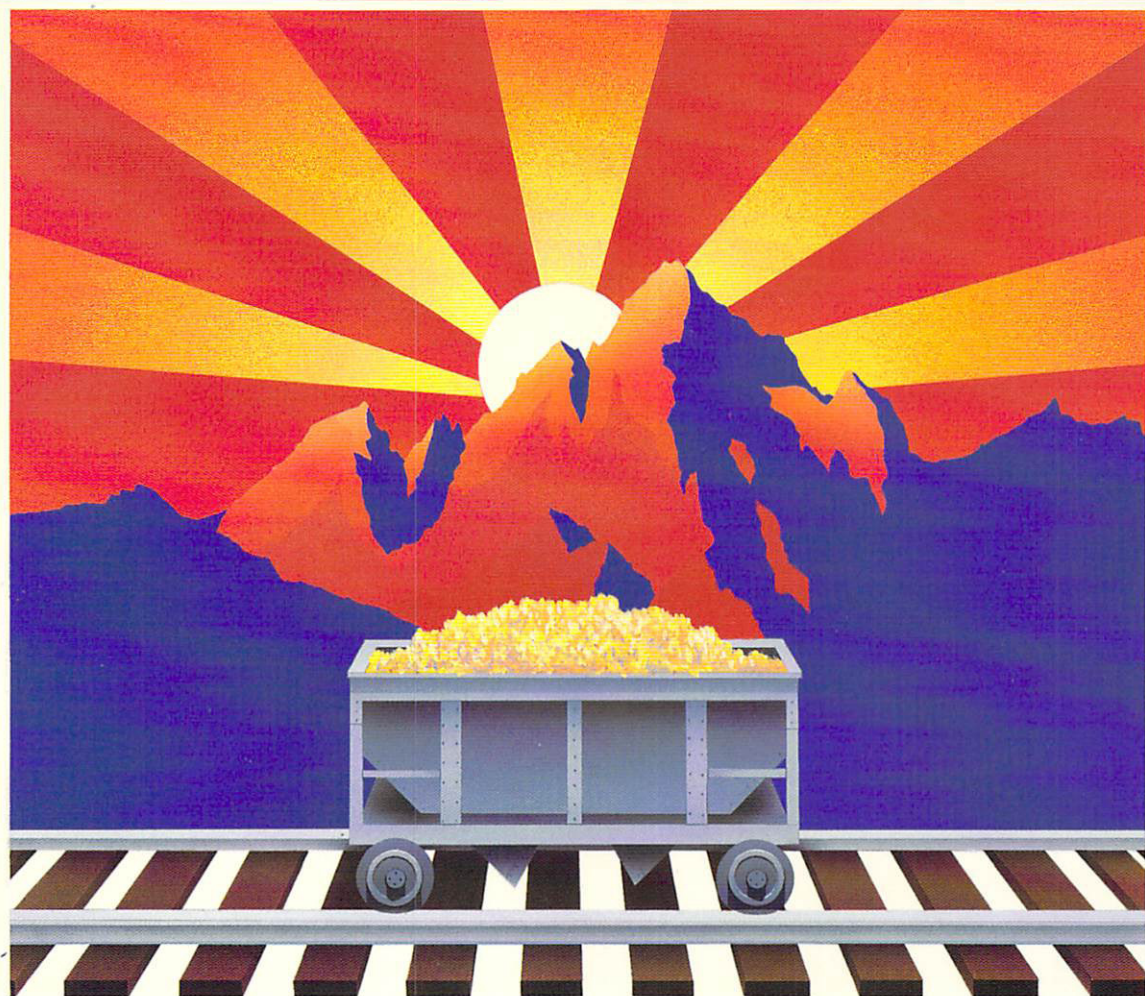


WINDCREST

L O U S A N D E R ' S



GOLD MINER

Louis F. Sander

GAME TIPS FOR COMMODORE® USERS

L O U S A N D E R ' S
GOLD MINE

GAME TIPS FOR COMMODORE® USERS

Louis F. Sander

 **WINDCREST**

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Questions regarding the content of this book should be addressed to:

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Ron Powers: Director of Acquisitions
Lori Flaherty: Technical Editor

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Foreword

The persistence of games is remarkable. Empires and institutions disappear, but games survive across continents and centuries—often using the same rules and paraphernalia. Like leaves on trees, games appear season after season in obstinate continuity. They provide proof of the consistency of human nature on certain levels.

Games can reveal the character, patterns, and values of a society. Together with music, calligraphy, and painting, the Chinese placed checkers and chess among the five arts a scholar must practice. Games, they felt, trained the mind to find pleasure in multiple responses, combinations, and surprises that continuously gave way to new situations.

In most cultures, games have generally been regarded as the simple pastime of children. “Toys” were those things adults no longer required for survival or work. Games have originated from almost any available contrivance: horseshoe, hoop, stick, ball, marble, mask, etc. . . . Thousands of devices have been invented to satisfy the human desire for relaxation, and the simultaneous need to purposefully use the knowledge, experience, and intelligence we possess.

Games also reflect the culture in which they are practiced. It was inevitable then, that games in the last half of the twentieth century would gain access to the most exciting contrivance ever available—the microprocessor.

In their early days, computers were interesting only to scientists, eccentric innovators and forward-looking businessmen. Perhaps because their full potential wasn’t immediately recognized, no one paid

much attention when the computer game Pong arrived on the game scene in the early seventies.

Pong was different from its predecessors in many ways. Most important, it was the first game entirely under the control of a computer. Users could bat an electronic ball to the opposite side of a computer screen by moving a rotary knob that controlled a paddle, which slid up and down one side of the screen. The ball would return at a new angle that required some adjustment of the paddle. On it went until the ball outmaneuvered the paddle three times, and another quarter was required for further play.

Pong's strength was that it somehow acquired immediate, broad social acceptance. Machines began appearing everywhere, in restaurants, country clubs, and on cross-country flights. Part of the attraction of this unassuming game—primitive by today's standards—was its quiet, neutral theme.

Before Pong, arcades had been the accepted (or tolerated) setting for public, coin-operated games. Cumbersome and flashy, with identifiable noises and colorful displays depicting screaming race cars or brutish bad guys, pinball games had become the standard for electronic entertainment.

Genteel Pong, with its smooth, white ball gracefully gliding across the computer screen, made everybody smile, and revolutionized the idea of arcade games.

In 1978, a Japanese company with a long history in the coin-operated amusement industry took the next step. Taito Corporation combined lively arcade-style game features with electronic innovation. Taito's video game creation, *Space Invaders*, pioneered the computer game industry and launched a new, all-consuming international interest in arcade entertainment.

Space Invaders brought a new level of complexity to the arcade screen. It was the next step in the evolution from simple task oriented games, to games with a prescribed story line in which the player becomes the protagonist. Next on the scene was *Pac-Man*, perhaps the most well-known video game of all. *Pac-Man* gets its name from the Japanese term *paku paku*, which means "gobble gobble." The object of the game is controlling *Pac-Man*'s movements to gobble up dots in a maze. In his book *Mind at Play*, Geoffrey R. Loftus notes that this game, "hooks only those people who confuse victory with slow defeat."

The unimagined success of *Pac-Man* seized the attention of every industrialized nation around the world. Ignited by worldwide popularity, the computer game industry grew at an inspiring rate. Everybody it seemed, from mom and pop retail operations to multinational con-

glomerates, got into the video game business. Video parlors, like mushroomrooms, sprouted overnight—in every available square foot of retail space. To keep the action going at home, gamers bought Atari, Intellivision, and Coleco hardware, and scooped up game cartridges as fast as shopkeepers could stack them on the shelves. Sales peaked in 1982, with Americans eagerly shelling out \$3 billion to zap up Space Invaders and stave off Pac-Man's hunger pangs.

Suddenly the feeding frenzy stopped. By 1985, the boom was over. Sales withered to \$100 million, and industry savants began searching for the reasons: Game titles proliferated too fast and glutted the market. Customers became obstinate in the face of too many low-quality, look-alike products.

The mom and pops shut down, and the big companies regrouped. Still, video games didn't go away, and for several good reasons. Advanced technology, improved game play, lower prices of both hardware and software, and carefully monitored licensing and distribution strategies all contributed to build a stronger, revitalized market. Sales in 1986 more than quadrupled from the previous year's low to \$430 million. By 1987, sales again surged to \$1.2 billion. With 1988 topping \$2 billion, the industry has been reborn—or profoundly resuscitated.

Technological improvements have gone a long way toward exciting the next generation of game players. Computer games have become more sophisticated, with better sound and graphics, extended play, and three-dimensional capabilities. Because the latest hardware provides better picture resolution and additional colors, characters are more life-like and screens more detailed.

New technology has also made games more challenging. Increased computer memory capabilities have influenced game quality. Popular games often have more than 250,000 bytes of memory, compared with 8,000 in earlier games. Many games now let players resume their play where they left off—an appealing feature for today's complex, multi-leveled games. Game players can spend months achieving the object of a game, such as rescuing the golden prize.

Along with the resurgence of video games and equipment, the personal computer market has proliferated. The ever-broadening base of home computers has created new demands for computer software in every category, including productivity, utilities, education, and recreation. According to data from the Software Publishers Association, software sales overall showed a 40 percent rise in 1988 compared to 1987. At the same time, recreational software sales increased 26.5 percent. Current estimates place the size of the personal computer entertainment software market between \$238 million and \$300 million.

Foreword

The continually increasing sophistication of computer games is leading to a wider acceptance by adults as well as children, and dozens of companies now offer products in the home entertainment software category.

This foreword is an excerpt
from the corporate profile
© 1988, Taito Software Inc.
Vancouver, B.C., Canada.

Acknowledgments

The greatest and most deserved thanks for this book are to the thousands of game players who write up their tips and send them in to the Gold Mine. Their efforts are the mother lode of the mine, and without them, it would be nothing.

But operating a mine takes more than a rich vein of ore. It takes vision and courage to persist, and hard work to get results. Along these lines, special recognition is due to the following people:

Jim Gracely of Commodore Magazine, who accepted my proposal to publish a Gold Mine column. Ron Powers of Windcrest and TAB Books, who saw the value in a Gold Mine book. Dennis Brisson of RUN magazine, who provided the Gold Mine's new home.

Barbara A. Sander, a dutiful accountant and bookkeeper, who pays the contributors each month. Mary Lee Resnick, Sharon Dawe, Jane Jubb, and the other professionals at Northland Public Library, who provided guidance and a ready ear whenever they were needed, including inspiration to continue with the task. Lucy S. Terrier, who is my friend, confidant, and frequent companion on visits to the library.

Robert W. Baker, who helped identify so many of the publishers. Roschele Kunig, Mike Goda, Kevin Sinagra and Rob McFeeley, all of Electronics Boutique, and Jeff Tai, Jim Cameron and Steve Bloomquist, all of Babbage's, who took the time to match games with their producers.

Last but not least, and too numerous to mention by name, are the marketing and public relations staffs of the more than 80 publishers who were contacted in preparing this book. They went beyond the call of duty in helping whenever they were asked.

Louis Sander
Pittsburgh, Pennsylvania

Introduction

This book is unique in all the world. It contains more than 1,200 useful tips for playing over 500 games on Commodore and other computers. It will be useful to every computer game player, no matter what his type of computer or level of skill.

Each tip was developed by a gamester just like you, and was submitted for publication to the Gold Mine column in *Commodore* magazine. As you read these words, the Gold Mine column has moved to the bigger and more widely read *RUN* magazine. Game players from 49 states, eight Canadian provinces, and 25 countries around the world have contributed to this phenomenal collection.

Our games come from around the world; some are the latest big sellers, and some were first seen in the early days of computer gaming. For most of them, even those no longer available, I've located the publisher and his address. The rest, less than 10 percent of the total, are from places or times unknown. But regardless of their age or source, these games have been played by people who feel it's important to send me their tips.

Although the hints were developed on Commodore computers (including the popular Amiga), many apply to the Apple, IBM, Atari, Macintosh and other versions of these games. So regardless of your brand of computer, the Gold Mine has nuggets for you.

Because of the large number of games involved, it's impossible to test every tip. So, as in any gold mine, you'll find some rocks and even some fool's gold. But our vein has well-proven richness. After almost two years, only a handful of readers have pointed out Gold Mine errors.

The meat of this book is the compilation of tips for game players, arranged alphabetically by game. Other chapters and appendixes cross-index the games and their sources and provide an accurate directory of publishers. As you use the book in your game-life, I wish you the greatest success.

When it helps you to reach a new level, or to rescue the king or the princess, or to solve that mystery that's been puzzling you for months, you can give thanks by repeating our motto: Gold Mine Rules!

1

Game Tips Alphabetically by Title

1942

On the second scene, divers dive and cross, destroying anything in their way. To avoid them, move your plane to the top center and remain there. Prepare your roll for some bombers coming in through the left side of the screen.

*Peter Pramataris
Farmingdale, New York*

1985: The Day After

Use as much fuel as possible, but avoid running out. This will get you more points.

*Curt Holstein
Fairmount, North Dakota*

Aaargh

Defeating your opponent in one-on-one battles (whether you play the Ogre or the Lizard) is no contest. As soon as the sequence begins, keep your fire button depressed and continually throw straight punches at your opponent, waiting for him to walk into them. It takes four punches to defeat the Lizard, but only three to defeat the Ogre.

*Rob Thomas
Forest Hills, New York*



To beat the other monster in a fight for an egg, don't jump around and breathe fire. Just hold your ground and punch forward. After three or four falls, he will be defeated.

Keep eating, even when your monster doesn't show any wear and tear. It won't show on the screen, but your health will go way up.

*Bob LaCroix
Warwick, Rhode Island*

Ace

If you're tired of waiting around for the ships to come out, fly to the center of the sea. Flip your map on and off until the ships come on from the bottom of the screen.

*Elliot Gilman
Lee, New Hampshire*



When you are out of gas, or about to crash, get over the Allied territory and eject. You will be at a base with gas and weapons restored.

*Mike Hartke
Tinley Park, Illinois*

Ace 2

When the title screen is displayed, press the C key to enter the training mode. This will make the plane on top "immortal," allowing you to get a feel for the game without having the computer blow you out of the sky. Once you're familiar with the game, the training mode can be used to improve your aim and other techniques.

If the other player is about to get a missile lock on you, drop your altitude to 800 to 1,300 feet. About a second after the missile is fired, point the nose of your plane straight up. Keep going until the missile warning siren has stopped.

*Rick Buongiovanni
Manassas, Virginia*



Having trouble destroying the base or the ship? Turn the crash detection off and start. When you get close to your ground target, land your plane, cut the power, and coast in close to the enemy. Because you're on the ground, no enemy missile can hit you. Just launch your missiles and destroy the base or ship. It takes two hits to do them in.

*Jeremy J. Dake
Amsterdam, New York*

Ace of Aces

When you are bombing the train or the U-boats, turn both engine rpm's to 4 1/4, and adjust the boost to 4 1/4. Then go back to the pilot's view and put your plane just above the horizon line, at an altitude of about 1,000 feet.

Heath Morgan
Wahiawa, Hawaii



Always carry the extra fuel tanks on your Mosquito, no matter what mission you are on. Although the manual says they are only needed on the U-Boat mission, they prove to be invaluable on all the others. Without them, chances are high that you will not have enough fuel to return to base.

When flying the POW Train or U-Boat missions, always bring your Mosquito immediately down to bomb bay altitude. Go to the bomb bay screen, open the doors, and wait for the first train or boat to appear. Your intercom will warn you of any enemy fighters, and you won't change heading or altitude unless you move the joystick. This will give you a much better kill ratio on either mission.

Jason O'Brien
Medford, Massachusetts



It is best to avoid storms because you will usually get damaged in them.

Jaron Theye
Address Unknown

Acrojet

Using full flaps (40 degrees) will give you a 100 mph increase in top speed. When flying inverted at low altitude, you will crash unless you retract the flaps. Also, if you turn around and take off heading south, then turn back north, you'll be moving at over 300 mph when you cross the start line. Use full flaps for this "short field" takeoff and get the gear up as soon as you are airborne.

One more quirk: take off heading north and fly toward the largest mountain. After several minutes you'll be in for a very wild ride!

Kevin J. Fitz-Gerald
Millersville, Pennsylvania

Action Biker

After loading the Commodore version of the game, enter:

POKE 15297,47

RUN

You will receive 191 motorcycles.

Jason Dishop
Huntsville, Ohio

Adventure Construction Set

On any adventure, when you are just starting out and firing a missile weapon, approach your enemy diagonally. This improves your chances of hitting him, and quickly improves your missile skills.

Joseph Sweely
Pennsauken, New Jersey

Agent USA

If you don't have a ticket, you can still board an old train by getting on at the last second.

Mike Oehlers
Toledo, Ohio

Agent-X II

The password for the second level is GORMENGHAST. The password for the third and final level is MEGALOMANIA.

Thomas Tien
Edison, New Jersey

Airborne Ranger

On a mission requiring secrecy, don't try to cause a diversion with LAW rockets or time bombs; doing so will attract guards and will cost you 500 merit points for prematurely alerting them.

In desert or temperate areas, you can easily hide under water by getting into the crawl position and entering the water. Press the space bar to come up for air.

Scott Fierro
Address Unknown



If you get killed and lose a ranger that you'd rather keep, wait until the computer prompts you to insert your ranger disk. Leave the program disk in the drive and press the button. Select Cancel, and your valuable man will be saved.

*Joel Steudler
Pittsburgh, Pennsylvania*



When dropping your aid packs, drop them all fairly close together, preferably in an open area near a trench. This allows you to better get your maximum artillery, and your four First Aid packs, which are crucial at the higher levels of the game.

Whenever possible, use time bombs on military targets. This lets you conserve your LAW rockets so you can use them on bunkers and other things that can kill you (even men).

*Tony Zimbricki
Lewisburg, Pennsylvania*



If a minefield or a barbed wire fence is in your way, you can use a grenade to remove part of it.

If you want to divert attention elsewhere, set a time bomb for 15 seconds (so you have enough time to run away). Switch your weapon to knife, so they can't hear you if you kill an enemy trooper.

*Michael Baumgart
Sparks, Nevada*



Grenades can destroy weaker bunkers as well as kill men in a wide range around them. You can also use grenades to crack iced-over ponds; if the enemy steps on one, he drowns. (So can you!)

Use knives on missions where you don't want to alert other men. For example, in the mission where you are to disable the Jet, the Jet will leave unless you use your knife.

*Doug Cross
Sellersburg, Indiana*



Bunkers and machine gun posts have blind spots. Approach them from the side. The upper left and right corners seem to be the safest.

*Lance Gater
Trenton, New Jersey*



When you are instructed not to engage the enemy, always run toward the lakes or ditches. Rest in the water or ditch, then run toward the next lake or ditch until you reach your target. When an enemy approaches, don't move unless you are fired upon.

Randy Brown
Evansville, Indiana



When approaching your mission objective, stay as close to the barbed wire as you can, stopping occasionally. The enemy will almost always pass you by, and will almost never shoot you.

In temperate missions, you can move into tents, stand inside and throw a grenade. This will not kill you, but it will blow you up, along with the tent and any soldiers in or around it. Interesting, huh?

Morgan Sterling
Address Unknown



There are a few warning buzzers that the manual doesn't tell you about. In the Delayed Sabotage mission, a buzzer will sound if your bomb plant was discovered. There are two buzzers in the Create a Diversion mission: the first one tells you to start fighting, and the second tells you that you have lost due to lack of combat for a certain period of time.

Charlie Sammons
New Haven, Connecticut



To get promoted as quickly as possible, play a mission that you can complete successfully repeatedly, raising the level each time. You'll reach lieutenant colonel before you know it. Once you get there, set the game on Campaign, and hope you get a mission you can easily solve.

Todd Gunnerson
Canaan, New Hampshire



If your mission requires you to blow something up, be sure to complete the mission. Drop a pod somewhere around the target, to ensure that your Ranger will have at least one LAW rocket and time bomb. Drop one more pod just before you jump. This tactic is especially useful for heavily guarded areas where you need more weapons and first aid.

When jumping, try to land in a foxhole or a pond. Duck as soon as possible to avoid contact. This will keep the machine gun nests from picking you off after landing.

Try to make your way to no man's land and run as close as possi-

ble to it. It will keep enemy guards from coming in from all directions.

After landing, arm yourself with the knife. This will keep you from alerting the guards too soon. When you make it halfway across the map, arm the carbine. Your mission will be lots easier, and you won't get killed so soon.

On higher level missions, always keep your Run/Walk status on Run when crawling. It's much easier to avoid grenade-throwing guards that way.

When running from guards, never run in a straight path. If you zig-zag to your cover, it will be harder for them to hit you. The guards always finish off their kills. After a confrontation, you can play dead by getting in a foxhole and ducking. When the guards walk up to you to make certain you are dead, let them have it with your carbine.

Machine gun nests can be your friends. When in danger, jump into a foxhole but don't shoot. The guards will walk around mindlessly looking for you. If you're lucky, the machine gun nest will shoot them if they are in range.

Finally, save your heavy weapons for machine gun nests and other large targets. Grenades can blow up tents, shacks, fuel dumps, mini-bunkers, mini-tanks, guard posts, communications posts, turrets and radar antennas. When crossing icy ponds, remember that grenades can also blow holes in the ice.

*Darren Critchfield
Carrollton, Texas*

Ali Baba and the Forty Thieves

You can only select attack and defend in the first half of your move. To keep from getting lost, draw maps and write down the runes as you go along. Speckled walls can be destroyed by attacking them. Drinking from the magic pool will increase your strength and endurance.

*Steven Gabaris
Flushing, New York*

Alice in Wonderland

The answer to the Queen of Hearts riddle is LAP. When you encounter the Jabberwocky, try using the Fan. The answer to the Barrister's riddle is BUTTERCUP. Use the Top Hat or the Cravat to get to the Bread 'n Butterfly.

The entrance to the Mad Hatter's domain is in the Checkerboard

in the Museum. It's the black Checker to the far right on the second row from the bottom.

G.M.H.
Address Unknown



Listen to all of the cats and the people; they have clues that will help you win. At the Chessboard, use the Whisker to go through the door.

Ray Turner
Monticello, Kentucky

Aliens

You can skip a level and confront the queen by pressing the up arrow and Restore after each of the different screens. But to defeat her, you must successfully complete each screen level or enter the status code for successful completion.

For those who want to confront the queen and destroy her right away, enter one of these status codes when the program prompts you for it: 5893D, 95 + 3F, 6483E, 6373H.

Christopher M. Rivera
Ft. Wainwright, Alaska



It is important and practical to make a map of certain places such as the APC Rescue, the Air Conduit Maze, and the Rescue of Newt. The map makes it easier for you to locate your position in the maze.

Ricky Yu
San Jose, Costa Rica



To get past the Alien Queen on the Newt Rescue Race, just turn to the right and fire. When the queen turns right to protect her eggs, run upward while still firing. This will take at least 22 rounds.

Robert Grzesek
Diamond Bar, California



Here's a list of some useful codes:

To land the ship	2727H
To get to the flame thrower	1506E
To get to the air vents	2761G

Ripley to rescue Newt	7128E
Fighting alien in ship	7103F

Michael McDermott
Tucson, Arizona



Simultaneously pressing the four keys: P, @, *, and Restore will advance you to the next screen.

Myong Paek
Portland, Oregon



Mission code 7040D starts you outside the Operations Room with 4 grenades. 7120E puts you in the air ducts while searching for Newt.

Hong Yu Tung
New York, New York



When fighting the alien queen, keep her to one side and keep hitting her to diminish her energy. Ramming her into the sides of the screen is a good tactic. When the bar at the bottom is fully green, put your power-loader arms to the opposite side from the queen. Wait for her to get close to you, then put the arms under her, push up, at the same time pushing and holding the joystick button. Wait for the airlock to open, then release the button and it's "Goodbye queenie!"

Also, if you cannot make it to the last screen, type ABCDE at the Enter Code screen. When you defeat the queen, you'll be able to see all the picture screens.

Nathan Jones
Baltimore, Maryland

Alleykat

When selecting a course, choose either Shatter-rock or Arborius, since these two scapes can be travelled easily. Grafico is also a fairly easy scape.

Jeff Botelho
Claremore, Oklahoma

Alternate Reality

If you know how to use a disk sector editor, you can easily change your character stats on the Commodore version of this game. Always do it on

a backup disk, because one mistake could ruin the disk forever. Each disk can hold four characters, on tracks 5, 9, 13, and 17.

In sector 14, the locations are:

167-169 - Experience in hi byte/lo byte format

173 - Character level

184-185 - Hit points in hi byte/lo byte format

188-189 - Maximum hit points

190-193 - Amount of gold

194-197 - Amount of silver

198-201 - Amount of copper

202-205 - Amount of gems

206-209 - Amount of jewels

The following are the locations in sector 15. Choose a number between 0 and 255 and put it three times in a row in the places indicated:

46-48 - Strength

55-57 - Intelligence

64-66 - Wisdom

73-75 - Skill

82-84 - Stamina

91-93 - Charisma

100-102 - Speed

Robert Sax
Wilson, New York



When you start a new character, attack only the evil creatures in a city (if you attack the good, they'll soon become your enemies). From morning to evening, your usual enemies are muggers and thieves. The evil creatures usually come out at night or when it is raining. When you're weak, check into an Inn to restore your hit points. Beware of poison and

disease from potions of the evil creatures. Poison gradually drains your hit points and disease drains your character stats.

Robert Wu
Monterey Park, California



The grid begins in the bottom left-hand corner of the map, at 1N, 1E. It moves up for north and to the right for east. Here are the coordinates of all the guilds: 35N,44E; 48N,19E; 5N,3E; 43N,12E; 15N,48E; 22N,34E; 12N,28E; 60N,51E; 50N,62E; 50N,58E; 15N,6E; 3N,56E. Beware of Death Traps at 5N,42E and 7N,48E. The Alpha Omega Healer is at 21N,5E.

The game doesn't decide what a potion is until it is unsealed, so save a character to two disks (character disk #1 and backup disk #2) when he has three or more potions. Each time you load the character, he will have different potions. If you don't like the potions, backup the disks until they suit you.

If you're out of money and low on hit points, head for the North City wall in the NW quadrant. The water is free, and water and food packets don't come any cheaper.

Mike Filloon
Bismarck, North Dakota

Alternate Reality: The City

A character's experience is gained part from combat and part from items found. To advance a character quickly, save your potions. Using potions in the same game they are found will often have bad results.

James Jackson
Chicago, Illinois



If your best character dies and you don't have a backup character disk, don't worry. Load the game back up and when the main menu appears, press E to resume an existing character. On your backup disk, your character's name will not be on the menu. Press Shift and the number your character was last on. Type in your character's name and you will resume the game at the point where you last saved it.

Contributor Unknown



If your character has an intelligence of 18 or better, don't worry if you encounter a Swordsman, Gladiator, Knight, or Fighter. Nine times out of ten, any trick you have up your sleeve will make these boneheads

drop dead in a heartbeat. Don't let these guys scare you—they're good fighters but that's about it. In fact, they're about the stupidest bunch of life forms in The City. Ultimately, they've got sheet metal for brains.

Larry T. Smith
San Diego, California

Alternate Reality: The Dungeon

To get the maximum ability in STA, WIS and CHR, take the Goblin Ring half and give it to the Troll King. Then kill him and take the reformed ring. Throw the ring to the Oracle, who will give you a few points of STA, WIS and CHR. You can do this as long as you'd like, but remember that it is a good act. If you are a member of an evil guild, they might throw you out after a while.

If you get a magical item like a Silver Sash, and you want to keep the points but not the item, throw it into the Oracle. Remember that you can only throw three items there each day.

To kill the Basilisk, ready your mirrored shield (which you can get from the Clothes Horses Room) as a secondary weapon, and your bare hands as a primary weapon. You can't harm the Basilisk with any other weapons or spells.

The fee for the Ferryman at the River Stones is two coppers. If you pay that amount at midnight, the ferryman will take you across the river to the Land of the Undead. If you pay any other amount, or at any other time, he will take you downstream.

If the Devourer is attacking you too often, you have too many items.

Contributor Unknown



Go to the Shrine of Monsters at 44N, 47E on the first level. Open the enchanted door and defeat the Valkyrie. Move forward one space and receive the Winged Sandals. When you use them, you'll notice that your skill has increased by 50 points.

Now go to the Dwarven Smithy on the second level. Offer the Winged Sandals for sale, and he will say "I'm not interested." When you leave the Smithy, notice that your skill remains the same, even though you aren't wearing the sandals. Put them on and your skill goes up another 50 points. Repeat the process until your skill is up to the maximum 255, and you'll literally fly through the Dungeon.

To defeat the Great Wyrms at his lair on level 3, three things are

highly recommended. First, use Panther Gloves as your weapon. (They give great punching power to your bare hands). Your Strength should be at least 100, which will let you hit the Wyrms for up to 300. If your Stamina is 75 or greater, you will be protected from the Wyrms' magic, particularly his Finger of Death. You'll only have to hit the Great Wyrms about 10 times to defeat him. Afterwards, great riches will be yours in his lair. Grab as much as you can carry, and come back until the lair is stripped of all its valuables. Your high strength will help you carry all the gold, silver, and jewels!

Jeff Towich
Whitehall, Pennsylvania



Never attack the Doppelganger without good weapons. He has as many hit points as you do.

Never enter the Arena on level 2 because there's no way out.

Michael Bobbitt
Cambridge, Nova Scotia
Canada

Amazon

When you bribe the dude, only give him \$5,000.

Christian Software
Address Unknown



To get past the three mysterious antechamber doors without being poisoned, you have to type OPEN 132. The doors will open and you'll be able to proceed.

When soldiers capture you in camp, wait until they are asleep. Put on the goggles, leave the tent, and sneak away from the camp. The goggles will allow you to see in the dark.

If Paco gets sick when you are in the tent, he will recover if you give him some of your medicine.

You cannot cross the river if your boat is cracked. To fix it, Repair Boat With Parachute.

Cory Moore
Westlock, Alberta
Canada

Amazon Women

Make your heroine crouch and when the enemy advances, hit. Repeat this until the enemy dies.

*Ernesto Jorge Ahuad
Buenos Aires, Argentina*

Amusements of the Mou Tai Masters

When socializing with people you want to please, introduce them to all your computer guru friends. Then take the whole crowd to a fine oriental restaurant.

When the final course has been served, treat the party to a round of Oriental after-dinner drinks. (The “good stuff” is in a bottle resembling that of a popular American drain cleaner).

Smile knowingly as your companions savor the delicate taste and attractive fragrance of your gift.

*James Margrine-Meadow
Toronto, Ontario
Canada*

Apollo 18

On the mission control screen, it’s easier to stabilize the gyros by shaking the joystick left and right very quickly.

*Jorne Lee & Chris Armstrong
Powell River, British Columbia
Canada*



When you’re landing on the moon, pull down on the joystick to affect the velocity number on the left. Get it as far as you can from a negative number, without going out of the outside lines. When you land, you’ll get a higher score and a higher overall percentage.

*Shane Hardin
Terrell, Texas*

Archon

Play the dark side. If you can get the computer down to a couple of guys without losing any yourself, you can get an extra shapeshifter by having your Sorceress revive something.

*Adam Larson
Anoka, Minnesota*



For the quick win, play the dark side. Teleport your shapechanger to the square above the wizard that is black. Try to avoid fighting the Phoenix and the knights. Terminate the unicorn and djinni. Move your other characters onto the other power squares, then attempt to eliminate the wizard with your shapeshifter. Good luck!

Ryan Fillmore
Gridley, California



When playing against the computer, try to eliminate the Phoenix or any other powerful creature that doesn't pose a serious threat. The computer will usually spend its Revive spell to get it back. You can then chop down the more important creatures with no fear of them coming back to life.

Joseph Lee
Rancho Palos Verdes, California

Archon II: Adept

At the beginning of the game, or when you are low on energy, it is important to get more. You can build it up by moving your adepts to unoccupied spaces in their own demesne. You can conserve energy by not attacking an enemy with a demon or elemental on the same turn as you summoned it. It is important to have a high-power bar. The more creatures you have on the board, the more power it takes to support them.

Doug Cross
Sellersburg, Indiana



Adepts are very difficult to eliminate. If an adept is in a void, attack it as much as possible, for it cannot heal itself there.

Call Apocalypse from the Adept in your favorite element, because the final battle will be fought in that element.

Trouble with Wraiths? Let your opponent smile as he covers your Firebird with his Wraith. After your Firebird flares up a few times, your opponent's smile and his Wraith will be history. (When they are on fire, Firebirds are immune to the Wraith's aura).

Joseph Lee
Rancho Palos Verdes, California



If you are playing as Chaos, use Ifrits to destroy Order's Adepts.

Robert Osburn
Woodbury, Tennessee

Arctic Antics: Spy vs. Spy III

Hints for this game are listed under Spy vs. Spy III.

Lou Sander

Arcticfox

If fighters are coming at you, head for a mountain or the forcefield. They may get a shot off, but if you're close enough to the obstacle, they'll slam into it, ending the battle.

Jeff Cox
Brevard, North Carolina

Arkanoid

Here's a passcode to get you anything you desire in the Amiga version of this game. Use the spacebar to pause the game while in play, then type DSIMAGIC which is the passcode. Press the spacebar again to end the pause, then quickly hit F for the last level, L for lasers, etc.

Craig S. Robbins
Address Unknown

Attack of the Mutant Camels

My niece and nephew discovered an interesting way to beat this game. While one plays, the other holds down the right cursor key until the player is in serious danger of losing a life. A quick tap or two of the F3 key will usually advance the game to the next level, often giving bonus points or an extra life.

Susan A. Juliano
Ripley, New York



To skip zones in this difficult game, simultaneously hold down the Shift and Commodore keys. While they are down, depress the Stop key. Continue to hold these keys and press the Control key (CTRL). The game will inform you that the zone has been cleared, and you'll move up to the next one.

Robert Rovinsky
Duluth, Minnesota

AutoDuel

If your car is stopped when driving to a city, but the driver isn't killed, save and quit the game. When you reboot, your car will be in the last city you were in. Now you can fix the car without losing it or, if you must, you can sell it at the salvage yard.

*Troy Nesfeder
Bethlehem, Pennsylvania*



If your power plant or weapons are destroyed in the middle of an Arena Battle, save your game by pressing Q for Quit. When you resume the game, you'll be at the truck stop of your city, with your car in the condition it was when you quit.

*Carl Prichard
Address Unknown*



To get an infinite amount of money, buy a car and put everything on it until your money and weight have all question marks next to them. Save the game. When you load it again, you'll have an infinite amount of money.

The IRS will fine you for your first couple of moves. Don't worry, because they'll quickly stop harassing you.

*Ron Garrison
Hatfield, Pennsylvania*



To start off your character with more than \$500,000: Create a new character, and when the game starts, go to Joe's Bar. Even though you don't have a car, sell courier tasks (the garbled ones are best). If you can sell all of them, you can get anything you want.

*Zi Wang
Kew Gardens, New York*



Attack enemies from the side if possible. They'll usually end up shooting below you, giving you enough time to deliver significant hits.

*Matt McLaine
Walterboro, South Carolina*



To get loads of money, go to the Truck Stop and ride the bus to Atlantic City. Go to the casino and play poker, but don't bet more than \$200 in the early stages. When you reach the \$10,000 mark, you can start bet-

ting \$500 and \$600 at a crack. By using these guidelines, you can sometimes get over \$75,000.

Tom Goss
Olympia, Washington



If losing your prestige is no problem, you can get rich fast by getting a good payload and visiting Joe's Bar. When he gives you an offer and asks if you'll take it, hit F5 to check your payload. When you return to the regular screen, hit Y to sell the payload. If all works well, you should get the money and still have the payload.

Here's another way to get rich fast. Make a stripped-down vehicle with as much weight left as possible. When you've completed it, add a machine gun and leave town. When you run into another vehicle, kill it then salvage. When you return to the car, fire at the dead car once again. You should be able to continue salvaging until you're out of room.

If you're on the road with an expensive cargo that you don't want to risk to a road gang, find one of the places where the road doesn't make a tight fit against an obstacle. (Example: the barriers on either side of jutting out yards that allow enough room to squeeze through). You may lose a few points through careless driving, but no enemy cars can reach you.

If you're in a pinch for money, you can participate in two Amateur Nights per week, except for weeks when a championship is being held. Amateur Nights are every Saturday, plus the nights so designated on the schedule.

Contributor Unknown



If you run a lot of courier missions, you might find it easier if you stay in Philadelphia, New York, Albany, Boston, or Manchester. All of these cities have AADA buildings, and most of them have garages and weapon shops. This allows you to fix up your car and pick up other assignments along the way.

Avoid going to Baltimore because the road is over 500 miles long. If you use lasers, you might run out of power before you get there.

Kris Pivin
Napanoch, New York



When creating a character, spend your skill points on Marksmanship and Driving Skill. Improve your Mechanic Skill by taking lessons at garages after you win some Amateur Nights.

To get lots of money with little risk, enter Amateur Night until your prestige is 6. Then buy the cheapest car possible and get a courier job at Joe's Bar. Repeat as often as you'd like.

When your prestige reaches 45, go to Dover Weapon Shop for a very interesting tip.

David Victor
Waukegan, Illinois



If you get stuck on a road between towns and have to walk, find a farm surrounded by a fence. Then find a place where a long fence meets the fence around the farm. If you look closely, you'll see a crack big enough for you to fit through.

Bill Kerr
Address Unknown

Axis Assassin

Go halfway down to the center lane and clear it. Pour shots down the lane, destroying anything coming or going. When the lane is totally clean, do an about-face and destroy the accumulation of enemies on the edge. Quickly do another 180 and clear the oncoming bars. This should get you through the first couple of waves.

Matt McLaine
Walterboro, South Carolina

Aztec

You can begin the game near the idol if you follow these steps: (1) At the game's start, go completely over to the left wall without touching it, then drop a piece of dynamite. (2) Climb down the stairs and place a stick of dynamite by the left wall. (3) Walk through the hole made in the wall by the previous step. The idol will be somewhere nearby on your level. You may find it useful to get a machete or extra dynamite before starting this procedure.

Kevin Swanson
Glen Burnie, Maryland



I'm a fanatic of this game, and have gotten the idol 17 times, receiving a reward of \$19,392,550. How? I discovered the following formula for getting to the idol without going through the typical dinosaurs, snakes,

Aztec Challenge

spiders, leopards, scorpions, indians, and carnivorous plants. You still need to be agile, clever and lucky but your enemies will be a lot fewer.

When you're in the entrance, press the space bar and turn left before going down the stairs. Crawl and place some dynamite, but not too close to the wall. Cover yourself immediately, but don't go down the stairs. When the dynamite explodes, walk toward the hole in the wall and don't stop. Finally, you'll be in the idol's room. Open all the boxes you see, because one of them holds the idol.

If you're trapped in a room and the walls are closing in, just press the F1 key for instructions. To exit, press R. Automatically, the closed wall will open. If you're close to it, you're out.

Alain Portmann
Santiago de Chile, Chile



If you have a sector editor, you can change the names and scores saved on the Commodore version of the disk. They are found in Track 15, Sectors 0, 1, 4, and 9. You have to put the same information in all four sectors.

Stanley Dunigan
Bethany, Oklahoma

Aztec Challenge

When on the stairs, try to stay in the middle. This will prevent you from getting trapped on one side.

Jason Bardanza
Sanford, Maine

Back to the Future

To win the game, get George and Lorraine still in the right side of the hall with the guitar, then get Biff, with coffee, to stand a little bit in from the right side of the door. George and Lorraine will soon start moving around again.

Keep giving Biff coffee while the two love birds move around. Give your picture back once it is all filled in, then go in and out Doc's door and you'll see something spectacular!

Jason and Brennan Soutar
Address Unknown



Always get the Skateboard, because it makes you travel much faster. But remember that you cannot punch while you're on it.

Edward Finkler
St. Joseph, Michigan

Barbarian

The best way to go on to the next board is to decapitate your opponent. To do this you must press the button and push the joystick to the left.

Lenny Vaysberg
Brooklyn, New York



Try moving your opponent to one side of the screen, then give him kicks and sword chops. You'll defeat him fast, and it's hard for him to fight back effectively. Also press Q to reset your game.

Ryan Webster
Scarborough, Ontario
Canada



On the first opponent, roll twice to knock him down twice in a row. After the second knockdown, attempt to decapitate him. It works almost every time.

Always knock your opponent down, then immediately make your attack. Even if it fails, roll away and try again.

The overhead smash (diagonal southwest with button pressed) and the sword twirl (diagonal northwest with button pressed) are quite effective. If your opponent blocks your sword twirl by doing the same move, just keep your joystick in the same position. Your opponent will stop his move before you, and you will get your attack in.

Edward Finkler
St. Joseph, Michigan

Barbarians II

To beat the Barbarians on the first, second, and sometimes on the third level, try slashing their necks. A good way to beat the others is to keep rowing on the floor. Knock them down, then kick them when they try to get up.

Kuen Lup Lee
New York, New York

The Bard's Tale I

The answer to the riddle on Level 3 of Mangar's Tower must be given one word at a time. It is LIE WITH PASSION AND BE FOREVER DAMNED.

Kris Pivin
Napanoch, New York



To avoid combat inside Harkyn's Castle, fight the six green-robed men on Level 1. Have your stalwart band put on the six robes you won in combat. Now you look just like Baron Harkyn's men, and can avoid all sorts of undesirables.

Once you fight the Mad God Tarjan inside the Castle, you will be teleported past the gates of Kylearan.

To get the Ybarra shield in the Castle, say SHIELDS to the mouth on Level 3.

Les Boross
Redwood City, California



If you're puzzled about how to get into Mangar's Tower, think back to the Sewers. The stairway that goes from the bottom level to the outside puts you behind the locked gates and right next to Mangar's Tower.

Charlie Sammons
New Haven, Connecticut



Here's how to copy any item, giving you more money or supplies than people think possible.

Keep the good copy of your characters on Disk A. Format another disk, Disk B, to be a backup disk. Enter the Adventurers' Guild with Disk B in the drive.

Load any character not used, or create a new one, and give him everything you want multiplied—money, weapons, armor, etc. Remove the character and add him again. Give back all of the items and remove the character on disk A. Exit the Adventurers' Guild, insert Disk B, and re-enter the Adventurers' Guild. Distribute the extra items.

Andy Stice
Jacksonville, Illinois



If you need a quick 60,000 experience points, enter Harkyn's Castle and teleport to +5N, +12E, and +2up. This will take you into a battle with

396 Berserkers! Be advised that you must have an extremely powerful party to come out of this battle in one piece.

*Jeff Calog
Greensboro, North Carolina*



When you're fighting the 396 Berserkers, be sure you're not wearing the cloaks you found on the first floor of Harkyn's.

After fighting these fellows, teleport to the entrance, leave, and return to the Guild. This replaces the Berserkers so you can fight them again!

After destroying Mangar, you can leave his chambers by teleporting to the little room behind the place you fought him.

You're better off having a Demon Lord while fighting Mangar, rather than using the Thor figure. I've found that as soon as I use the figure, he is dead.

*Michael Shapella
New Philadelphia, Pennsylvania*



Before fighting the 396 Berserkers, your first three characters should have a minimum of 150 hit points, and they should have an armor class of LO. Both the Fifth Bard Song and the spell YMCA lower the whole party's armor class.

A Demon or Wind Dragon can prove very useful against the Berserkers. It also helps to have a Mage that can cast Mindblade, which affects every foe.

*Chris Harrison
Morgantown, West Virginia*



If you're caught in a bind in the middle of the night, go to the Adventurers' Guild and enter it. Once inside, leave immediately. You will find yourself outside at dawn.

Always have two magic users in your party so you can quickly develop a multi-user. (I recommend using a Magician for this). Meanwhile, you can develop your Archmage with a little more protection. I've never had a chance to test it, but this is probably a lot quicker than developing two Archmages at once.

If you're creating a new party of your own, make sure to use El Cid

The Bard's Tale I and II

from the A-Team, since he has the Firehorn already. This will be invaluable in developing your party.

*Blaine Campbell
Spruce Grove, Alberta
Canada*



The name of the Mad God is Tarjan. In the Catacombs, be sure to kill the Spectre on the third level down. When you kill him, you will receive an Eye, so keep an open spot in your party to get it. The Eye will be very important later in the game.

*Matt VanBoven
Bellingham, Washington*



To keep the Crystal Golem from reforming, you must kill him with the Crystal Sword.

*Greg Hall
Brentwood, Tennessee*

The Bard's Tale I and II

If you're not advanced enough to have the Wizard Beyond Death spell and are in need of resurrecting a character, cast the Animate the Dead spell at him, followed by the Disposess spell. Now all you must do is restore his hit points. In Bard's Tale II, you must be in combat mode to do this wizardry.

*Aaron R. Wishon
Desloge, Missouri*

The Bard's Tale II

Although the Dream Spell can be used to get to the entry of any dungeon, it's also helpful during combat, where:

1. It acts like an advanced Heal All spell, even resurrecting stoned characters.
2. It acts like a Mangar's Mallet spell.
3. It gives each character eight additional attacks.
4. It lowers the party's armor class to L + .

*Nick Karfonta
Pinckney, Michigan*



When fighting sorcerers, avoid attacking, giving the defend command to all of your characters. The sorcerers will usually summon a ninja, and at the end of the round the party will disbelieve them. Repeat this several times, and your experience points will really mount up.

Tired of waiting for morning? Go in and out of the Adventurers Guild.

*Trenton Gold
El Paso, Texas*



Before defeating Lagoth Zanta, make a new character and bring him to the Sage's Hut. Defeat Lagoth Zanta and the King will award all new characters a million experience points, which will bring them up to level 21.

*Erik Yerasseur
Uxbridge, Massachusetts*



To enter the Catacombs from the Mad God Temple, say TARJAN to the priest.

To get the first piece of the wand, go to the tombs and make sure you have space for an extra person to join your party. Then:

1. When you get in the first snare, fight the toxic giant.
2. Let the old warrior join your party, putting him first in the lineup.
3. Give the warrior what you got from the giant.
4. Have everyone drink from the fountain.
5. Have the old warrior use what you got from the giant in front of the cloudy face. If you have followed these instructions carefully, you'll find a door where you found the old warrior. It leads to the first piece of the wand.

To get the second piece, enter the second snare and go through the door on the left.

*Tim Simstad
Address Unknown*



If you're going door-to-door looking for the Maze of Dread, look no further. It's in the northeast section of Thessalonica, in the fourth house on the right.

To go in the Desting Stone without using the Dream Spell (ZZGO), not to mention wasting 100 spell points, just go to the Strange Mage in the northwest corner of Colosse and say "freeze please."

Khoa Nguyen
Philadelphia, Pennsylvania



To get past the double doors in the beginner dungeon, make your bard sing the Watchwood Melody.

When going to fight Lagoth Zanta (who is the Sage), fill the empty slots in your characters with dynamite or holy hand grenades. Have every character, except for your Archmage(s) and those with an Aram's knife, toss dynamite or holy hand grenades every round. Make the Archmage(s) cast either the dream spell or heal all, to heal/raise every member that has sustained any damage. Toss Aram's knives at Lagoth Zanta until he is dead.

Stephen E. Mynhier
Lake City, Florida



To find a Sword of Zar, teleport from the entry stairs of the Maze of Dread to 1 down, 15 north, and 10 east. Tell the riddler "DER," which is RED spelled backwards. The sword can be thrown for about 300 points damage at a range of 80 feet.

Jeremy Hubble
Belton, Texas



Always complete all seven levels for your magic user, then copy your magic user to a backup disk. You'll soon have an army of magic users on disk. Be sure to keep changing the magic user's name or he won't save. When your party has to open a chest, always have a member with the number 4-7 open it, because they cannot be hurt like 0-4 members.

Troy Nesfeder
Bethlehem, Pennsylvania



If you do not know Lagoth Zanta, you've probably met him as "The Sage." Go to him when you have all of the segments to fight him. But watch out, he's tough.

Myong Paek
Portland, Oregon



To get a lot of experience points, advance a conjurer to spell level 4. Then summon four wolves and remove all but one character. Go into the wilderness, find a building and repeatedly enter and leave it. You'll find lots of monsters to battle, more gold, and lots of experience points for your character. Let the wolves do all the work.

*Allen Morano
Address Unknown*



You don't have to pass the battle test in Dargoth's Tower to receive the Sword of Zar. Just go to the Maze of Dread and teleport to 15 North and 10 East. The answer to the riddle is RED spelled backwards.

*Troy Nies
Mandan, South Dakota*



In any dungeon, you can avoid encountering monsters by removing the Dungeon disk and inserting the Boot disk. This is very useful when you're mapping a difficult dungeon level.

*Eric Blais
Quebec, Quebec
Canada*



To make copies of anything your characters possess, including, and especially, gold pieces: Get your party into the Adventurer's Guild. Give any character the item you want to copy. If you're copying gold, then pool all the gold to this character. Remove this character from the party, then add him/her right back in again.

Give the item to a different character, and repeat the removing and adding process. Do this with all six characters, then turn the computer off. **Do not** choose "Leave Game" before doing so. From now on, when you load the game and add your party, each of your six characters will have the amount of gold you started with.

*Keith Cottrell
Grafton, Ohio*



We beat this game when we found the bad guy was really the Sage/Mage. The levels of our characters were: Byron 41 BA, Lord Myron 27 PA, Great Bap 53 AM, Doctor 53 AM, Doc Rock 53 AM, and Sly 41 HU.

*James W. Lee
Seoul, South Korea*



If you have an item that has a limited number of uses and you've almost used it up, sell it back at Garth's. If you repurchase it, it will have a full allocation of uses.

Larry Hardy
APO New York, New York



Don't you wish that the Cat Eyes spell would point out secret doors? Don't you wish that the Greater Revelation spell was indefinite? Just mix the spells.

To get an indefinite lamp that points out secret doors, cast a Greater Revelation spell, then cast a Cat Eyes spell on top of it. The secret doors should remain visible, and your torch will not go out.

Steve Harney
El Paso, Texas



The code for the Dream Spell is "ZZGO". The spell will transport your party to the entry square of one of the seven dungeons in the kingdom, bypassing any passwords or keys you might have otherwise required. Type in the appropriate number to enter these dungeons:

- 1 - The Tombs
- 2 - Fanskar's Fortress
- 3 - Dargoth's Tower
- 4 - Maze of Dread
- 5 - Oscon's Fortress
- 6 - The Grey Crypt
- 7 - The Destiny Stone

Marie McElroy
Santa Ana, California



When in Garth's Equipment Shop, remove the Bard's Tale II character disk and insert a Bard's Tale I character disk. Then Buy an item, and note the very special prices. You can even buy all the segments of the Destiny Wand for \$50,000 a segment. Warning: If you go backward when looking at the list, a jumble of weird characters will appear.

Stuart Webb
Yucaipa, California

The Bard's Tale III

In Kinestia, the answer to Hawkslayer's question is ICEBERG. After answering the question, proceed to the Barracks and Private Quarters to get the right-handed key and the left-handed key respectively. Return to Ferofists; turn the right-handed key once and the left-handed key once. This will get you to Urmech, where your fighters can become Geomancers. Be sure you don't attack Urmech, however, because it will keep you from getting the spells.

*Daniel Voels
Springfield, Louisiana*



To get past Valarian's tower, you need a canteen or wineskin. After learning the GILL spell from the fisherman, go to the lake behind his hut. Go into the lake to get to the Crystal Palace; find the room with the water of life and use the skin to collect some. Take the water and, from the tree by the city, an acorn, to Valarian's tower where the stone disk is. Use the acorn, then the water; a tree will grow and lift up the stone. This gives you stairs to the final level and the Nightlance.

*Howard Griffith
Bremerton, Washington*



There are very useful items in a building near the entrance to the Ruins of Skara Brae.

In Arboria, you can save spell points by using Arefolia instead of casting GILL. In fact, it's a good idea to make a list of the different types of spells (healing, combat, summoning, etc.), how many spell points they require, and exactly what they do. There is no camp in Arboria, so you must either carry only six people, or return to the camp via ENIK to accept Hawkslayer.

In the Ice Keep's first level, the answer to the riddle is HAWKSLAYER.

Tslotha can only be slain by the Nightspear from Valarian's Tower. Give it to your hunter.

Have your Bard sing song #1 or #2 when not in combat.

*Jeff Barnes
Address Unknown*



For a nice surprise, go to the temple of the Mad God, talk to the Priest, and type in the word BURGER.

*Kris Pivin
Napanoch, New York*



Change the class to Chronomancer before you complete the first dungeon. This way, the old man can award the experience points to a Chronomancer, not to an Archmage, who will lose it all when he becomes a Chronomancer.

You must also have a normal, magic-using character to complete many of the dimensions. (I went through the whole thing with seven characters!)

When you fight Tarjan, have your highest-level character cast the Preclusion spell (PREC) to try closing Tarjan's gate to hell. Tarjan never attacks, so don't try to take him out first, aim for his buddies.

Michael Bobbitt
Cambridge, Nova Scotia
Canada



If you have a Warrior or Paladin, give him or her a Stoneblade for a weapon. Give your Thief a Heartseeker. Give your Mages Mangar's Staff. It halves the cost of spells.

In Malefia, never let large groups come within a 10 foot range because they always kill everyone. The only exception is Cursed Nuisances.

Also in Malefia, go to where Tarjan is. Cast DIVA and NUKE once. Kill everything until you get 100,000 experience points. After he says "Now I will personally kill you," and you face one Tarjan, run away. Repeat this.

Seth Carlson
Silver Spring, Maryland



If you're having trouble with the spells in Gelidia, they are as follows, in order for each tower:

Crystal Tower: LEVI, ANMA, PHDO

Black Tower: GRRE, SHSP, FEAR, SUEL, SPBI

Grey Tower: INWO, WIHE, FOFO, INVI

At Lanatir's Blood, type in CALA.

To get the Rainbow Rose in Lucencia, get the blood of the Rainbow Dragon in some kind of container and use it on the flowerless rose bush.

To find Sceadu in Tenebrosia, get the Shadow Lock in Shadow

Canyon, collect some tar in the Tar Quarry, use the tar on one of the trees surrounding the Pit in the forest then use them both in the Middle of Nowhere.

In Tarmitia, type TYR then WERRA at the Who Am I in Berlin. Werra isn't the main problem in this dimension, but the Black Slayers are. Don't worry about the Strifespear, it's in the next dimension with the dead Hawkslayer.

Contributor Unknown



After you complete the CHAOS dungeon, you can make new characters and take them in with the rest of the group to kill Brilhasti again and again. This will give the new characters about 35 levels. It's best to have BEDE or HEAL before trying this.

You pick up an extra 25,000 experience points every time you kill Brilhasti.

You Need a Longbow and BLACK ARROWS to kill Scedu.

*Steve & Linda Seidl
Cox's Mill, West Virginia*



To get the Belt of Alliria, first find the blue, red, yellow, and white rose. Also, get a wineskin. Proceed to the Violet Mountain and kill the Rainbow Dragon at 5S, 4E, LEV2. Get the Crystal Key and fill the wineskin with the dragon's blood. When the rainbow rose appears, get it.

Next, go to 2N, 3E, LEV3 in Cyanis' Tower and kill Cyanis. When the triangle appears, get it. Proceed to 9N, 6E in Alliria's Tomb and use the triangle. A door appears to the north. Through the door are stairs which you should use.

The Belt is 16N, 12E, LEV2. Use the red rose when the voice speaks of kinship, the blue rose when it speaks of valor, and the yellow rose when it speaks of nature. Use the white rose with truth. Finally, give the rainbow rose to the very last voice.

*Brian Spencer
Warrensburg, Missouri*



If you have The Bard's Tale II as well as this game, bring over a Stone Blade for your Hunter and a Song Axe for your Bard. The Stone Blade will always turn a creature to stone when he is hit. The Song Axe can be thrown for a lot of damage.

If your party lacks good armor, have your Bard sing Sanctuary Score, which lowers the party's armor class.

Battle Through Time

If you have good armor, sing Rhyme of Duotime which, when in combat, regenerates spell points. Within a battle, it gives all members of the party extra attacks.

*Aaron Maupin
Fresno, Ohio*

Battle Through Time

When planes or choppers drop bombs or missiles, shoot them to get 500 points. If the plane crashes, shoot it before it hits the ground—you'll get some nice bonus points.

*Dave Kratky
Grand Valley, Ontario
Canada*

BattleDroidz

It is safer to move slowly, hurrying will cause more accidents and takes away more time. Use the Hoverdroid on all levels that have Acid Lakes. Because Fangdroid will not slide, use him on the levels with many slopes.

*Derek Godat
Terre Haute, Indiana*

Bazooka Bill

Within a few seconds after you have lost all your men, press F5. This allows you to continue.

Contributor Unknown

B.C. Quest For Tires

To get across the lava, jump about an inch in front of the pit. A bird will carry you across. To get across the lake (after the lava pit), hold the fire button down to increase your speed, push up at the last second, and fly!

*Joe Page
Menville, Iowa*



To get past the lady on the first level, wait until the turtle has gone down two times, then carefully jump across. To get past the dragon, let the turtle go down seven times.

*Heath Morgan
Wahiawa, Hawaii*



After the Commodore version of the game loads, use your reset button to reset the computer. Then enter:

POKE 40464,0

SYS 24576

You'll restart with unlimited wheels.

*Paul McDonnell
Vancouver, British Columbia
Canada*



The faster you go, the more points you get for jumping over and ducking under. On the pool with the turtles and the lady, don't go until she lowers her club (if she has it up, she'll hit you). On the top of the hill, slow down so the bird can catch up to you. To jump the pit at the bottom of the hill, you need to go as fast as you can.

In the snake pool, wait until his head sticks out four times. In the tunnel, there are things you need to jump and things you need to duck. The things to duck are indicated by two lines sticking out of the ground. After that, the victory.

*Andy Flor
 Fargo, North Dakota*



Here's how you can get infinite lives in the Commodore version of this game. After loading the program, but before running it, enter:

POKE 7341,99 : POKE 11485,125 : POKE 14864,0

*Vahan Der Ghazarian
Limassol, Cyprus*

B.C. II: Grog's Revenge

Notice the tunnel on the far side of the first mountain. It has no spikes on it and Grog cannot get you at either of the openings. Go through this tunnel until you have enough to cross the bridge, or at least until there are no clams left in the tunnel.

*Dan Ledger
Strafford, Pennsylvania*



If you go back and forth through the tunnels, you can get many clams.

Beach Head

Always get over 125, so you can get an extra tire. They will give you bonus points later on.

*Andy Flor
 Fargo, North Dakota*

Beach Head

On the third screen, after destroying all the ships, continue shooting until the drive is accessed. You'll get 2,000 points a shot.

*Hong Yu Tung
 New York, New York*



After destroying each ship on the third screen, write down its elevation. Continue doing this each time you play. After a few games, you'll see that by determining the elevation of the carrier, you can locate the match in your notes. After finding the proper series of numbers, you'll find that these numbers are the elevations of the other ships and that they're always in the same order.

*Kenneth Crews
 Greensboro, North Carolina*



When the computer asks you for a skill level and number of players, wait about 30 seconds without touching the keyboard or joystick. The computer will start playing by itself in a demonstration mode. Let it play until it reaches the screen you want to try, then take control by moving the joystick.

*Stephen Bertrand
 Pottsboro, Texas*



When it's time to set your skill level, press the letter F instead of selecting a level. You'll get a special screen for setting the sound filter settings, which you change by using the function keys. By creative experimentation you can change from very high rifle shot sounds to an almost inaudible low-level rumble.

*Stephen Legate
 Address Unknown*



When you shoot a tower on the fourth board, a score will appear. For big points, keep shooting at the score itself, especially on the moving towers.

*Michael Baumgart
Address Unknown*



During the stage when you are shooting down airplanes, a small blimp floats by every once in a while. Fill your ammunition meter all the way and shoot down the blimp. Keep the fire button depressed. You'll get 2,000 points each time you hit the exploded blimp. It will disappear after a second or two, but I've gotten as many as 40,000 points per blimp. (Editor's Note: This principle is reported to work with other targets in Beach Head as well.)

*Joby Taylor
Amarillo, Texas*



For monster scores, save your firepower for when the reconnaissance plane gets to the middle of the screen. Keep your finger on the fire button and pump shells into the ball of flame. You'll score 2,000 points a hit until the fireball disappears. On the third screen, the difference between the angles of elevation is constant. After sinking the carrier the angles left and right are +16, +8, +22, and -28.

*Steve Rohatynsky
Winnipeg, Manitoba
Canada*

Beach Head II

During any part of the game, simultaneously press the G and H keys to pause the game. Press them again to restart. By holding them down, you can also observe the game's fantastic animation techniques frame-by-frame.

*Neil Nowatzki
Edinburg, North Dakota*



In the rescue scene, the Allies can ignore the soldier on the top of the wall if the escaping prisoner is walking slowly. If he is walking fast, the Allies can ignore the machine gun truck. This saves a lot of time in destroying the tanks and trapdoors.

Contributor Unknown



Here's a hint for the second screen: If the man you are trying to get to the opposite side of the screen is about to step on a mine or get hit by a bomb, just shoot him. He'll pause for a second and say "Hey! Don't shoot me!" This will give you enough time to shoot the mine as well as make the bomb miss its mark.

*Eddie Erdmann
Chunchula, Alabama*

Below the Root

You can go underground at any point by dropping an object at the right edge of the screen. This moves half of the object down to the next line on the far side of the screen, causing an opening your Quester can drop through. Light a honey lamp before dropping through, or carry the spirit lamp so you can see well enough to keep from getting stuck in a wall. This also works in the IBM version.

Healing yourself before pensing animals will keep you from needing food or rest. Pensing the animal also restores the spirit energy you used in healing.

*Jacob Ogles
Leesburg, Florida*



When you go underground, a guard will stop you. Offer him a vine rope and he'll let you go. Another underground guard will stop you with the words "Wait a minute, I want a token." Offer him a token and he will let you go.

Always watch out for the gray woman and the yellow man; they can kidnap you.

*Jan Sysel
New York, New York*



The first guard to the caves below the root eats too many wissenberries. Give him two sets of berries and he will die.

Contributor Unknown

Benji's Space Rescue

In the beginning of the game, don't take so much fuel that it is out of stock. Also, remember that there are supplies on planets other than earth.

*David Ross
Wheeling, Illinois*

Beyond Castle Wolfenstein

If you get killed, caught or blown up, but don't want to start over, wait for the gray screen to appear and simultaneously hit Stop and Restore. Type RUN and press Return. Be ready to go with your joystick, because you'll be put right back into the action before your tragedy took place.

Jayson Olson
Address Unknown



When the computer asks you to press the spacebar to restart the game, first remove the disk from the drive. The game should restart in the same place you left off at.

Contributor Unknown



Use your dagger as much as possible. It's silent but deadly. Also, it's a good idea to make a map as you play.

Alex May
North Bend, Oregon

Beyond Forbidden Forest

It is safer to keep moving when battling the worms (Vermes). When battling the Megatherium, move left to right, shooting him the second you see him.

Jeff Lohmeier
Ferndale, Michigan



When you reach the Hydra, stay on the right side of the screen and come all the way up to the front. From that position, aim your bow toward the left-most head of the Hydra. When you shoot, your arrow should cause a small green explosion, even if you didn't hit the head. After about 10 of these shots, the heads will stop breathing fire. You can then go directly in front of the heads and immobilize them. Be careful, however, because in about 45 seconds they will start breathing again.

Mike Walker
North Bend, Oregon



When battling the scorpion, keep him on your left side. He is easier to hit that way.

Erik Levasseur
Uxbridge, Massachusetts

Beyond Shadowfire

To find the ambassador, teleport into the fighterbay, go south and have Sevrina open the door. Go into the next room and turn to the east, following the corridor until it dead ends at a door. Go north through the door, take your first right, and open the next door. Be especially careful here because you will be attacked by a lot of enemies. The room has two exits going south. Take the eastern-most exit and you'll find Zoff and the ambassador.

*Michael Denman
Katy, Texas*

Beyond Zork

If you don't know the answer to the riddle on the cliff wall, remember that the lightning's flash ends before its report.

The following will help you get the lost jewel out of the Jungles of Miznia: Hold the Wand of Eversion and the Lamp. Attack the baby Hungus in the quicksand, making the mother follow you in anger. Lead her to the Idol but wait for her because she is slow. When she arrives, climb into the maw and wait for her to climb onto the bottom edge of the idol. Get the jewel and, after falling into the idol, turn on your lamp. Point the Wand of Eversion at the Idol. Go to the quicksand and point the wand at the mother Hungus, and there you have it!

You can get rid of the Dust Bunnies in the Lighthouse by bringing them the Bearskin Rug from the Tavern. Drop it, walk across it, and zap one of them by touching it. Be alert for an unexpected gift.

*Patrick Presnell
Fort Washington, Maryland*



When your character's intelligence is too low to read the command word of a scroll, read the scroll and record the runes. Grab your trusty Webster's Dictionary and look up runes. Use the illustration to decode the runes on the scroll. It will tell you that scroll's command word.

*Aaron Panofsky
North Providence, Rhode Island*



The answer to the boulder riddle is YOUTH. The answer to the lighthouse riddle is LIGHTNING.

To defeat the dorn, roll the onion to the top of the lighthouse, cut

it with the dagger, and attack the dorn while it is immobilized. It may take 50 to 60 moves so be patient.

To read the amulet's runes, look at it through the wine.

Kill the hellhound with the thing of annihilation.

Give the chest to the monkey-grinder. The palimpsest and the outline are useful in the Ethereal Plane of Atrii. When you first get to Atrii, hit the outline with the Phase Blade. (Check your inventory!)

With the chalice you got using the last clue, you can enter the gray fields of Frotzen. Using the hurdy-gurdy there, it is simple to get the compass rose, which can be used when on the pterodactyl. This allows you to fly to the castle, but make sure you take the whistle. Hide in the bushes, and get the bubbles once the queen leaves.

The thing of levitation is used to free the saddle, the unicorn, and the baby hungus.

To get a caterpillar, put the butterfly in the hurdy-gurdy, close the lid and set the dial to the clock. Turn the crank left, then look inside the hurdy-gurdy.

To get past the Christmas Tree Monsters, cast recall south of the village. Use dispel on the dome after raiding the house. Run to the village, use recall when the sky is red, and carve a final glyph in the molten lava. Get the reliquary from the cardinal. Attach its contents to the black hemisphere you found in the house.

*Jeff Huisman
Zeeland, Michigan*

Black Hawk

To get any number of lives from 0 to 255, type the following after you load the Commodore version of this game (N is the number of lives you want):

POKE 8290,N

To get to any level N from 0 to 255, type:

POKE 8294,N

To start the game type:

SYS 8192

*Juan J. Rodriguez
Abington, Pennsylvania*

Blockbuster

Sometimes it's a drawback to get the Smart Bomb. The Aliens can help as well as hinder.

Jaron Theye
Address Unknown

Blue Max

This is one of the more difficult games for the 64. If you hit as many special targets as you can no matter the cost, you'll advance to higher levels more quickly.

Stephen Legate
Los Alamos, New Mexico



If you fly between altitudes of 19 and 25, you can shoot the ships, the guns on the ground, and the little red things on the ground. You can usually get between 800 and 1,000 points, but watch your hits.

Dan Bernhardt
Plymouth, Iowa



You can get some extra points by flying three or five feet above the water under the bridges.

Mike Boone
West Chester, Ohio

Blueprint

You can avoid bombs by starting at the top houses and working your way down. When you're trying to get all the pieces to a puzzle, only go into each house one time. Going in twice can get you a bomb. Also, each house will contain only one piece of the puzzle.

Wes Miner
Merrimack, New Hampshire

Bomb Jack

For infinite lives, load the Commodore version of the game, press your reset button and enter:

POKE 4056,44

SYS 2064

*Patrick Thibault
St. Nicolas, Quebec
Canada*



Another way to get infinite lives is to load the Commodore version of the game, press the reset button and enter:

POKE 5693,234

POKE 5694,234

POKE 5695,234

SYS 2066

*Adrian Zenker
Buenos Aires, Argentina*



When the Commodore's screen reads GAME OVER, use your reset button and enter:

SYS 2243

You'll begin where you died.

*Ernesto Jorge Ahuad
Buenos Aires, Argentina*

Bomb Jack II

Load the Commodore version of the program, then use your reset button. Enter these lines:

POKE 7053,200

SYS 3303

Power, immortality, victory!

*Lars Wegmann
Raleigh, North Carolina*

Boot Camp

In the Arm Wrestling event, you can win in about two seconds by getting a quick start, even before the match “officially” begins.

When fighting Sergeant Tailkicker, give him a diagonal kick then jump over him. Repeat the process until you win. On the Terrorist Mission, you can kick the knives they throw at you.

Tom Mulcahy
Pennellville, New York

Booty

Hold down keys KEVIN and you can see all of the game screens.

Edward Teach
Okracoke Inlet, North Carolina

Bop'n Rumble

On the first screen, it is easiest to head-butt your opponents, but watch out for the monkey's punches. When he starts to punch, duck down to avoid him. When he stops, get up and attack him with all you've got!

On later screens, you may pick up and throw your opponents, but be careful of the fat man in the blue flannel shirt. He'll sit on you and lower your energy tremendously.

Wes Miner
Merrimack, New Hampshire

Bop'n Wrestle

When taking out your opponent in the one-player version of this great wrestling game, wait until he's facing you, then give him a fast body slam. Go for a quick elbow drop, then wait for him to recover. Repeat the body slam and pin him for the win. Who says computers are for pencil-necked geeks?

Alex Quevedo
Address Unknown



Run to the far right corner of the ring and turn to face your opponent. As soon as he approaches you, kick him in the stomach until his energy is depleted. Then grab him and perform the awful pile driver. He should be dead now, so jump on him for the count of three. Lord Toff,

the champion, might need a little more punishment than the less exalted wrestlers.

*P. N. Geek
Madison Square Garden, New York*



Walk right up to your opponent, grab him and give him a head butt. While he's staggering, give him a quick kick and do it again. Repeat this until his energy's depleted then give him the finishing move of your choice.

*Chris A. Bonk
Glenavon, Saskatchewan
Canada*



If you body slam your opponent right away, all you have to do is kick him while he's down until all, or most, of his power is gone, then pin him. If he gets up before you've taken away all his power, just body slam him again and pin him. Be careful, The Champ is very tough.

*Tom Schindler
Elyria, Ohio*

Borrowed Time

To get past the two thugs outside your office, type these instructions, pressing the Return key after each:

(E), (Get Behind Chair)

(N), (Lock Door)

(U), (Break Window), (Get Glass)

(E), (Climb Across Cable), (Cut Cable)

Type HIYO to get past the two vicious dogs.

Use the password TINPLAYER to get past the Big Bruiser. To get out of his townhouse safely, type (E), (Get Candlestick), (Wait), (Hit Rocco), (E), (E).

*Eddie Erdmann
Churchula, Alabama*

Boulder Dash

If you get trapped between the rocks with no way out, just hit the Run/Stop key. The board will change and your man will be deducted from your extras.

*Donald Matusky IV
Address Unknown*



For immunity from Flies in the Commodore version of this game, enter POKE 29004,96. For unlimited time enter POKE 29885,96. For an unlimited number of lives enter POKE 35589,96. Start the game with SYS 36431.

*Lucy S. Terrier
Alton, Illinois*



To get a diamond, hold down the button and move the joystick in the diamond's direction.

*Joel Bridges
Mapleton, Illinois*

Boulder Dash II

To get 100 lives, load the Commodore version of the game but don't run it, then enter:

POKE 23114,100

RUN

*Mauricio de Brito Maciel
Rio de Janiero, Brazil*

Bounder

The following are a few good items the instructions don't tell you about: The basketball bouncing on a backboard is worth 20 jumps. The bee and microchip that floats down the center of the screen are also worth a lot.

*Justin Stephenson
Evansville, Indiana*

Bounty Bob Strikes Back

After collecting the flowerpot on level one, press F7 to warp to level seven. After collecting the coffee pot on level five, press F7 to warp to level eight. You can continue this after every fourth level.

Ernest Bonhomme
New York, New York



On the Game Adjustment Screen, type special code 57502 and press A-F3. Then, when you play level 1, type any level between 01 and 25, and you'll warp to that level. Neat, huh?

Chris George
Address Unknown

Breach

In the second scenario (Brook), send scouts to pick up the weapons. They are the only ones fast enough to get back to the starting point without being killed by the robots. Always have fellow Marines protect your squadron leader on three sides, which makes it tough for the enemy to kill him. Kill the robots first because they are the toughest.

Jason Rothstein
Côte St. Luc, Quebec
Canada

Breakthru

For unlimited cars, load the Commodore version of the program and press your reset button. Then enter:

POKE 6604,234

POKE 6605,234

POKE 6606,234

SYS 12616

You can also use SYS 2560 as the last step.

Contributor Unknown



When you get to the Tunnel on the first level, you can drive up on the wall and you won't be hit by anything in the tunnel. Never touch the ceiling or you'll immediately be killed.

On the second level, the lower bridge is easier to cross because it has fewer and shorter breaks.

Doug Cross
Sellersburg, Indiana

Bruce Lee

You can get five extra lives by going to the purple screen. After you collect all the lanterns, climb up to the first door on the left. You'll find yourself at the top of a gray screen. Fall to the ground and run to your right, collecting lanterns as you go. When you reach the end, you will see some gems that look like Chinese symbols. Collect them and you will get an extra fall. Run back to the previous board, then go back to the screen with the gems. Repeat this until you get five extra lives, then go back to the first board by running to the left. Collect the lanterns and resume playing the game.

Andrae Singh
Jamaica, New York



To get past the last screen, push the joystick to the right. Don't stop for the fireballs, because they can't hit you.

Cheuk Chau
Address Unknown



To get super high scores in this game, go to the right-most part of the screen on ground level. After appearing on the left side of the screen, go to the ladder in the middle. When the Ninja appears, he will come down and stop beside the ladder. Come down and he will charge you. When the Ninja touches the ladder, climb up it again. Align yourself with the Ninja and come down on his head. Repeat as often as necessary.

Ta-Wei Wan
Bangkok, Thailand



If you don't want the green Sumo to go after you, set the Opponent/Computer key to Opponent. He won't come after you because you would have to maneuver him with joystick 2.

Nathan Jones
Baltimore, Maryland



In the first room with the red background, there's an orange spot between the explosive and the black box on the ceiling. Jump on it and you will be safe from anything.

Marshall Evans
Address Unknown



You can get points very quickly by dropping on top of the black Ninja several times in succession.

Chris Beyer
Address Unknown



Be sure you get all of the lamps because it helps you in the end. You can also get some pretty high scores. When you're trapped in the corner and the Sumo is charging you, drop straight to the ground and he can't hurt you.

Steve Rohatynsky
Winnipeg, Manitoba
Canada



On one of the levels after the one with three doors, there are two yellow Kung Fu symbols, each of which gives you an extra life. Most people think that because you get them once they disappear forever, but nothing could be further from the truth. If you leave the level and come back to it, they will be there again and again, up to nine times. Believe me, you'll need all nine of them for the upcoming levels.

Michael Gatto
Los Angeles, California

Bubble Bobble

If you can get to boards 20, 30, and 40, without losing a man, a door will appear on the screen. Enter it, and you'll find a secret board filled with large diamonds.

If you get a large bullet, kill every monster on the board except one, then blow some bubbles without popping them. Kill the remaining monster and get the large diamond plus the bubbles that have turned into little diamonds.

On boards 7 and 22, wait ten seconds until the umbrella appears on the top. Take it to advance six boards.

Ashok Relwani
Flushing, New York

Buckaroo Banzai



If you get trapped just blow a bubble, wait until it's completed and jump on it—so you can float. On the 100th level, there's a wizard too large for your bubbles to engulf. After getting the jars that are beside him, shoot lightning bolts to kill him.

Contributor Unknown

Buckaroo Banzai

To get up the mountain, you'll need to find and use the phone line. To get the gasoline, you'll need something from the rocket car.

*Michael Denman
Katy, Texas*

Bulldog

If you want to win every time, get one F, one B, one I, and a forward S. Here are the meanings of the letters:

B - Blaster fire (continuous)

D - Destroy your abilities

F - Fighter shape change(s)

I - Immunity from shots

S - Speed (Forward = increase, Backward = decrease)

*Matt McLaine
Walterboro, South Carolina*

Bureaucracy

The airport is a very confusing place, but there is a way out. Tell the controllers to stop Flight 42, then pull the red and black wires loose from the back of the speaker and connect them. The crowd will help you to your plane.

*Aaron Maupin
Fresno, Ohio*



The order in which you collect postage stickers will be important later. Prank knocking (or ringing old ladies) can sometimes pay off. In the bank, use East and West to move between the windows. When dealing with the Intercom, remember that only direct quotations will work.

If you've lost something, the Air Zalagasia desk is easy to find. On

the Aeroplane, you can type GO TO ROW then the row number instead of typing S a lot of times. Notice how the controls are hooked up to the wrong seats? This will help you get rid of the Stew. You need the seat in front of the angry man.

Read everything you find; a lot of the information will become useful. Some people don't read left to right or right to left. Whatever you do, don't Panic. It is illegal without prior approval by applying in triplicate at your local llama salesman.

Tod Courtney
Centralia, Illinois

Burgertime

When waiting for the extra pepper to appear, stay near the top of the screen.

Cory Moore
Westlock, Alberta
Canada

Burnin' Rubber

When you play this game, you have to scratch as many cars as you can; you get 500 points for each car you scratched. One day, I decided not to scratch any cars at all and I got 50,000 extra points! It's difficult not to touch any car, but if you practice it becomes easier.

Arnaud Wiesmann
Jongny, Switzerland



Select a two player game and start on round one. On the second jump, jump when you see the water; miss the bridge and land in the water. Player 1 will die, but Player 2 will stay on the road for a second. Once the round ends, you'll get 50,000 points for not crashing into other cars. Player 1 will never be able to get above round one.

Radman
Latham, Illinois

California Games

In BMX, you can achieve your top speed by pushing to the right while tapping the button vigorously. It will be a lot easier on your hands.

Jeffrey Wong
Address Unknown



In the flying disk event, if you go too long without throwing your Frisbee, a flying saucer will come down and pick up your partner, resulting in a lost turn. Throw your Frisbee quickly unless you want to see a reject from Galaxian.

*Brett Meyer
Rota, Spain*



To get a high score in the footbag event, do the Doda and Reverse Doda over and over again. You must keep the ball up and keep on repeating the process until time runs out.

Contributor Unknown



When playing footbag, it's faster to move left to right when your man is facing toward you, rather than away. To get maximum speed, do your stunts, and when the bag starts coming down, quickly face forward.

Contributor Unknown



In footbag, a Headbanger is when you face forward and do a headbutt then turn around and do another one. After doing this, a Dizzy Dean is when you turn forward and do a headbutt.

*Andy Helten
Garden Plain, Kansas*



If you'd like over 60,000 points in footbag, use two simple maneuvers—the Dizzy Dean and the Headbanger. Repeat them over and over, and by the end of your round you should accumulate about 20 points of each. With practice you might make even more.

*Joel Straus
Rough and Ready, California*



In footbag, use a straight kick (press fire when you are directly under the bag) to hit the seagull. This gives you 1,000 extra points.

To perform an axel folley, do any two kicks while pressing down three times or more in between. This gives you 750 points and a better variety bonus at the end.

*Todd Major
Yonkers, New York*



During the roller skating event, you normally move the joystick up and down to move. If you press the Shift Lock key, you will move automati-

cally and will only have to worry about pressing the button. While doing this, be sure you don't move the joystick up, or the skater will go off the screen.

Matthew Wolfe
Waldwick, New Jersey



To score high in surfing, follow these directions to do a 360 degree turn in the air:

1. Build up speed; get ahead of the "tube."
2. Ride off the wave.
3. Push your button and move the joystick left.
4. Re-enter the wave at the opposite angle you left.

Justin Stephenson
Evansville, Indiana



In the surfing event, use as much of the wave as you can. To do an aerial, get in front of the wave so that you cannot see any white water, then push the joystick left until your board faces in a vertical up position. Go off the lip of the wave, and as soon as you're in the air, press the joystick right until you straighten back into the vertical down position. This will work if you have a lot of speed and earn you a lot of points.

Jason Zada
Honolulu, Hawaii



High surfing scores can be made by staying in the tube for as much of the ride as possible. The judges will also award extra points if you do some aerial maneuvers when leaving the wave at the end of your time.

Brett Meyer
Rota, Spain

Captain Zapp

To fight the dragon in the jungle, run to him without stopping and shoot him every few steps. As long as you keep running at him, he will not fire back.

Jeremy Petter
Louisville, Kentucky

Castle Wolfenstein

For a miraculous escape, maneuver yourself to the bottom of the screen and unplug your joystick. Plug your paddles into Port 2 and press both buttons simultaneously. The screen will change to a castle and draw-bridge with a full moon, and you will be outside! It works every time.

J. P. Julian
Address Unknown



When your man dies or is caught in the Commodore version of this game, or if you want to reset a room, just hit Stop and Restore simultaneously. When the screen clears and the READY prompt appears, quickly type `SYS 2068` and press Return. You'll be back in the same room, but alive.

Sander Hicks
Falls Church, Virginia



Here is a pattern for escaping from any castle:

Up Stairs: down, left, left, down, right, right.

Up Stairs: right, up, left, left, left, up, right, right, up, left, left, left, up, right, right, right, right, down.

Up Stairs: down, right, up, up, up.

Up Stairs: right, down, left, left, up, up, right, right, right.

Jason Wiedman
Holbrook, New York



If you plan to continue your game after you are caught or killed, turn off your disk drive after the game boots up. Then when you are caught, just press the space bar and you'll be put back where you left off.

Josh Kelly
Spirit Lake, Iowa

Castles of Doctor Creep

No doubt you've heard the sound track in the demo mode of this game, but did you know there are eight more songs on the disk? To hear them, start a game then end it. (The quickest way is to hit the Restore key

while the map screen is up). The demo mode will start again, but this time it will load the next song. Keep up the process to hear them all.

*Jon Desak
Monessen, Pennsylvania*



To speed up this game, format a blank disk and load the game. Go to the menu and choose the first castle. Start the game and immediately save it, using the name of the castle you just chose. Repeat this for all the castles and you can use the Resume Game command to load a castle. This takes half as long as the other way.

*David Panofsky
Las Vegas, New Mexico*



Get a friend and play the two player version of this game. Let the more experienced person run through the obstacles, while the other holds timers and changes transporters.

*Aaron Panofsky
North Providence, Rhode Island*

Cauldron II

For infinite lives in the Commodore version, type POKE 26282,165 after loading the program, but before running it.

*Patrick Thibault
St. Nicolas, Quebec
Canada*



Pressing R will teleport your pumpkin to its default position on the screen. This can actually be used to skip travelling in certain rooms.

*Sammi
Address Unknown*



If you have nerves of steel but still can't accomplish anything, here are a few hints.

It's easier to collect items by starting at the bottom of the castle and moving upward. Start with the scissors, then the axe, goblet, crown, and shield. Cut the witch's hair and you'll finally reach the book; now you can drop down to the cauldron.

If you have a quick finger, press the R key just before you die. The game will automatically relocate your pumpkin at the start of that

Cavern of Riches

screen, and you will not lose a life. If you are quick, you can make your men last forever.

*Fred Engell
Address Unknown*

Cavern of Riches

In the brick building, type Light Lantern to turn on the light. Type Move Rug twice to reveal a trap door. (You need the keys from the cabin to open it).

Use the bird to get rid of the snake. Typing Drop Bird will scare it off. When you enter the trap door, take the wand and type Away. The bookcase will disappear, revealing a passage. Don't enter it without a lit lantern.

To get past the part with the plant, take the bottle into the forest until you find water. Fill the bottle, return to the room, and water the plant.

*Jake Frederick
West Tremont, Maine*

Centipede

Get close to the spider before you blast him. If you're close enough, you'll get 900 points instead of 300.

*Brandon Kane
Willowdale, Ontario
Canada*

Championship Baseball

Can you imagine a game with 20 runs and only five hits? When you have men on base and the computer's pitcher is winding up, freeze the game with the F5 key. You're then free to walk your runners in to score, without anybody to stop you. To resume normal play, just press the F7 key.

*Robert Wu
Monterey Park, California*



If you hit a fly ball and your base runner touches the next base before it's caught, the runner will be safe.

*Chad Biggerstaff
Camdenton, Missouri*



If your running speed is greater than one, always steal second base. Never pick a pitcher with less than a three in throwing.

Always throw a fastball as your first pitch to a new batter. If he swings and misses, throw him another one. The chances are good that he will foul it away.

If the hitters start hitting your fastball, put in another pitcher at the start of the next inning.

*Ty Schacht
Gatlinburg, Tennessee*

Championship Lode Runner

This is for those frustrated Commodore players who can't get past level 2. Using a track and sector editor, examine track 12 sector 11. You will see the eight-byte names of the levels, followed by seven other bytes. These seven bytes are the levels printed on the screen, the levels to be loaded, the number of men, and four bytes for the score.

You can use your editor to change the level printed to the screen, and the level to be loaded (screen level number, minus 1). For a bigger thrill, change the number of men. FF hex (255 decimal) is the maximum you are allowed.

As always, when using a track and sector editor, a mistake can mean disaster. Be sure you know what you're doing before you edit anything on a valuable disk.

*Phil Moores
Chester, Connecticut*

Championship Soccer

If you have trouble beating the computer at higher levels, this will guarantee you a goal almost every time. When you get the ball, take it to the bottom corner of the field on the computer's side, turn towards the net and shoot. If you're in the correct spot, the computer can't stop it from going in. (It might help to move a little closer to the net).

Also, when it's your kickoff, dribble until you're right behind the teammate who was with you during the kickoff (he should be right in front of you). Pass the ball to him and continue in a straight line until you reach the penalty box. Kick the ball towards the net. The goalie will block the ball back toward you, probably by diving to the ground. If he does, immediately take another shot. He does not have time to recover, and you'll have an easy goal.

Contributor Unknown



If you are the center forward, run along the sidelines. Just before the opposing goalie shows on the screen, run diagonally almost to the middle of the field. Shoot the ball into the goalie's box just as it starts to appear. You'll almost always get a goal.

*John Kreps
Grapevine, Texas*

Championship Wrestling

When playing a one-player game, wait until your score is 750 points before covering the computer opponent. If your score is above 900, wait until time runs out or you will lose up to six points.

*Evan Davis
Edgeworth, New South Wales
Australia*



If your energy is about to be depleted, take refuge on the top turnbuckle, where your opponent cannot harm you. When your energy returns, wait until your opponent starts running around just below you. Jump on him, and his energy will be depleted by half or more.

*Khang Nguyen
Tacoma, Washington*



Kick and punch your opponent until his energy is low. Give him an airplane spin until the computer automatically drops him. If he is still standing, push the joystick toward him to give him the custom move your wrestler comes with, or give him another airplane spin. When he falls down, pin him.

*Nathan Jones
Baltimore, Maryland*



The world record is located on Track 18, Sector 10 of the Commodore disk. If you're skilled with a disk editor, change it to anything you like.

*David Stewart
Hazel Green, Alabama*



I prefer to use K.C. with this method, but anybody will do. Soften up your opponent with your favorite moves. When his power is low, kick him from the top rope, and he should fall down. Now, use leg drops until you get 650 points. He won't be able to get up, so you can pin him

or use your custom move. Remember, you can only get 999 points per person.

Tom Donovan
Address Unknown



When your opponent's energy is so low that he can't get up, avoid the temptation to pin him. Get about two steps away from him and when he starts to get up, give him a drop kick. Repeat the process until you are satisfied with the points you've accumulated. Now pin him.

Faber White
Little Rock, Arkansas



When playing competitively, you can beat just about anybody, and get a lot of points. Climb the ropes and drop kick your opponent twice. Climb the ropes again and drop kick him once when he gets up. When he's down, keep giving him leg drops until your score comes as close as it can to 745 points without going over; then pin him.

Joe Krulack
Plains, Pennsylvania

Choplifter

To avoid an attack by enemy planes, wait until a plane enters the screen, then move your chopper away from it. This tip is particularly useful for trips back to base with a full load of men.

Alex Fagundes
Ames, Iowa



Just for kicks, shoot all the hostages—it's challenging and it polishes your flying skills tremendously.

Another fun thing to do is to set down your chopper at the first house and wait for the hostages to run to you. When you lift off and move a half screen toward your own base, the hostages will eagerly follow you. Keep doing this and you'll find them sprinting to the base by themselves. I have "rescued" all the hostages this way without ever letting one board the chopper.

Here's yet another variation: Rescue the prisoners one at a time and return them to base. With each trip back to the base, the airplanes become more and more numerous and skilled in dogfighting. You will soon find up to six jets consecutively chasing you around the landscape; it's terrific!

Chuck Yeager's Advanced Flight Trainer

When flying, always fly straight ahead. When landing, however, land sideways. This makes it easier to land without squashing hostages beneath your chopper. Also, try landing on top of a burned out house.

Scott C. Illegible
Address Unknown



You can avoid the deadly missiles from the jets by flying backwards just above the ground. The missiles will always go over your head.

Michael Bobbitt
Cambridge, Nova Scotia
Canada

Chuck Yeager's Advanced Flight Trainer

If you are having trouble loading this game, the problem is most likely with the heavy copy protection incorporated by the manufacturer. I could only get it to load part of the way before I was returned to the READY prompt. I called the manufacturer's headquarters and was told that their copy protection is so sensitive that the drive has to be in perfect alignment and that there can be no printer or cartridges attached to the system. A test on a friend's "bare bones" system confirmed this.

The program requires there be nothing attached to the serial bus other than a single disk drive. For those who have two drives, the solution is to unplug or turn off the second drive. You might also have to remove the extra serial bus cables.

Jeff McKee
Rochester, New York



When you load the game, select the Demo Mode, then watch the game until a part that interests you comes up. Press the fire button and take over.

Sherrod Allen
Address Unknown

Classic Concentration

When you get on the Championship List, play the game. If you don't solve the puzzle, look at the answer then shut off your computer. When you run the game again, you'll still be on the Championship List!

Ron Solenske
Rahway, New Jersey

Colonial Conquest

Russian armies are extremely cheap. You will be able to conquer a lot of land with them alone.

*Lance Gater
Trenton, New Jersey*

Comics

In the underwater river, you can get fresh air and avoid the turtles by staying near the top of the cavern.

Contributor Unknown



This might sound unbelievable, but I've found many people who don't know there's a second adventure in this game. (Including one of Com-modore magazine's reviewers).

You can get right into it by letting the Chief say "OK, flies, I'm ready for you now!"

*Thomas Tien
Edison, New Jersey*

Commando

After you break through the first barrier and meet the blue terrorists armed with missile launchers, go straight down the center. Don't stop until you are past them. Their missiles won't touch you, no matter how many terrorists there are. Happy hunting!

*Wes Oren
San Angelo, Texas*



At the second gate, soldiers come from all sides, making the famed "rude greeting approach" impossible. "Rude greeting" is standing to one side of a door and letting enemy soldiers run headlong into a stream of bullets. When you meet the second gate, approach quickly and throw grenades. You'll kill half of your enemies before they can even shout. Be careful though, and don't stand still.

*Matt McLaine
Walterboro, South Carolina*

Commodore Basketball



When you get to the end of the third level, stay next to the side of the door and start firing toward the door. Anyone who comes through the door will be instantly destroyed.

*Myong Paek
Portland, Oregon*



At the end of the first level, open the doors, stand at the corner of the right door, face left, and open fire. You'll complete the level safely and easily. For the third level, use grenades on the top two men in the fortress, stand at the corner of the right wall, face left, and fire continually. You'll win the game with no trouble.

*Nathan Gibbs
Fernandina Beach, Florida*



For infinite lives, load the Commodore version of the game. Use your reset button (if you have one) to reset the computer, then enter:

POKE 2454,234

POKE 2455,234

POKE 2456,234

SYS 2128

*Adrian Zenker
Buenos Aires, Argentina*

Commodore Basketball

When on defense, run into the man with the ball. You'll get two free throws for offensive charging.

*Charles Murach
Lansing, Illinois*

Computer Ambush

In the Ambush scenario, eliminate eight of your soldiers so that only two remain. Only half of your men need to make it to Point B, so with two soldiers, all you need to transport is one.

When playing against an opponent, crank up your soldiers' characteristics to 10 in each category. If the opponent doesn't find out, he'll be stumped as you waste him.

When playing against the computer, place your explosives expert in the government building. The computer has an obvious habit of placing two or three soldiers in that area, so on your first turn, put the explosives expert on a suicide mission. Two or three men for one is a pretty good exchange.

*Mike McDermott
Tucson, Arizona*

Conan

On the first level, do not kill the bat. Climb to the very top on the right side and jump in the tree. Run and jump against the castle, walk all the way to the right and pull down. This will give you an extra man.

*Nathan Gibbs
Fernandina Beach, Florida*



On the third level, go up to the gem but do not take it. Stand under the tree and wait for the bird to come in from the left. When he is directly above you, jump up and hit him and you'll get an extra man.

*Omar Salinas
Address Unknown*



When you're on level 4 and you've placed the two gems in their proper places, get an extra gem before going to the next level. This way you won't need a gem on level 5.

*Rene Morales, Jr.
Harlingen, Texas*

Conan the Librarian

When the librarian tries to "shhhhh" you, respond by asking her for a date. Remember the old saying—"third time's charm."

*Mary Lee McCafferty
Butler, Pennsylvania*

Contra

At the second level, you must hit the circles that are lit. On level two's last board, you have to jump to hit them. You get weapons on this level, but be careful of bullets and of guards throwing dynamite at you.

*Shon Toledo
Address Unknown*

Countdown to Shutdown



A good technique is to continue moving as fast as you possibly can. Shoot anything in your way, or anything that might be a problem later. It's important not to dwell too long in the same position, it increases your chances of being overpowered.

Don't allow yourself to be surprised. Be smart and take the safest way, which is not always the quickest.

*Kevin Brunelli
Pittsford, New York*



At the bottom of the waterfall stage, jump up to the next ledge. As soon as you get there, shoot the pillbox twice and jump down again. Wait for the enemy to pass, then jump up again, jump across, and get your barrier. You should now be able to jump straight up to the top without being killed.

*Bradley Pocatello
Address Unknown*



When you get to the screen where you climb up the mountain, shoot the first diamond on the other side, then jump across and get it. This diamond is a barrier shield, and if you pick it up and climb fast to the top of the screen, you'll arrive unharmed.

On the last screen, just before the giant snake, a bouncing ball will come across the top of the screen. This is also a barrier shield. Shoot it and get it, then run as fast as you can into the body of the snake. You'll arrive safely at its heart. Shoot the heart as fast as you can; if you're lucky, you'll destroy the creature and complete the mission.

*John Ericson
Newington, Connecticut*

Countdown to Shutdown

You should make maps of all the levels as you get through them, showing where all the elevators and holes are. Then, if you ever get lost, all you have to do is look at the map to find the most logical places for elevators.

*Shane Doucette
Fort Qu'Appelle, Saskatchewan
Canada*

Crackout

On any level (if you're lucky), a triangle will appear at the top of the screen. Smash it, and you will skip levels.

Justin Ohlander
Address Unknown

The Crimson Crown

To beat the Vampire, get the crown and have Erik wear it. The Vampire's stare will be neutralized if Sabrina touches him while he's wearing it. Run back to the beach where you found the shell, and wait for the ships to come and get you.

John McDaniel
Norfolk, Virginia

Crusade in Europe

In scenario 5 or scenario 1, you can easily destroy the Allied forces. Order your infantry to defend in the hedgerow below the town of St. Lo. Defend left and right as much as possible. While the infantry is doing this, order your panzers to attack from the east at Caen. If you keep attacking, you will probably destroy about 15 divisions and recapture three of the invasion beaches.

John Lee
Long Island City, New York



If you are playing against the computer and you need to know the strength of a unit that you can't get a rough report on, just press Q then T. Then go around and see exactly where, and how strong, each unit is. It's a great help.

Shane Doucette
Fort Qu'Appelle, Saskatchewan
Canada

Crystal Castles

This game has many "warps" to advance you to higher levels. The first is on level 1. Disappear in the back left corner and press the fire button. The computer will play a little music, and you will find yourself on level 3.

Waste no time on level 3 because there's another warp. Wear the

Cutthroats

fire hat, hop on the elevator, and go to the third floor. Disappear to the back left corner and press the fire button. (Do it very fast so you don't lose the hat). Before you can say Commodore, the music will play and you'll warp to level 5.

Play through level 5 and level 6 until you get to Crossroads. Lure the tree down from its starting position, jump at the top back corner (without the hat or disappearing) and you'll be transported to level 7. Play until you've lost all your men and died.

When you restart, you'll see a black door on level 1. Disappear in it and press the fire button; you'll be taken to where you left off.

Finally, when the little green critters are stealing the gems and they are flashing red, you can eat them just by rushing into them.

*Michael L. Gatto
Los Angeles, California*



All warps are located on the left side of the screen, or in the corner. Some need the hat, but others do not.

If you have a sector editor, you can scan your disk and look for clues.

*Elliot Gilman
Lee, New Hampshire*

Cutthroats

If you're having trouble opening the underwater safe without ruining the stamps, just take it to the air-pocketed room upstairs. Drill it, slap on some putty, head to the surface, and enjoy your treasure!

*Michael Gatto
Los Angeles, California*

Dan Dare

Hitting the Restore key during play will restart the game without having to reload it. Pressing Shift Lock pauses the game, freezes the screen, and plays some music. To resume, just release the Shift Lock key.

*Dianne Banker
Runnemeade, New Jersey*



To battle a Treen, face it. When the graph appears, hold your stick in the upper left position and press your button. Hold everything until the Treen disintegrates.

It's easy to get lost in the Laser Maze. To prevent it, just point the mirrors in the direction you're heading. Then you can trace them back to the laser. Be careful to align the mirrors correctly. If you misalign one, it could ruin your chances of winning.

To destroy Mekon, stay to the far right of his chamber and watch his shots. When they move closest to him, run within range, throw the grenade, and withdraw. If you do this properly, you'll destroy him without taking many hits yourself.

*Chris McCorkle
Montgomery, Alabama*



To get the crowbar, go down one of the ladders and look for reeds in the water. Go into the water and over to the reeds, pick, Use Reeds As A Snorkel; you'll be able to breathe under water.

While underwater, go left onto the next screen. When you get next to the ladder, it should say You Bumped Into Something. Choose Pick It Up, and you'll have the crowbar.

*Erik Levasseur
Uxbridge, Massachusetts*

Dark Castle

If you're frustrated at the hero's slow foot speed, why not jump instead? Hold the joystick either left or right, then press the fire button to do a long jump. It saves time and gets you away from the nasties much quicker.

*Jay Spagnolo
West Warwick, Rhode Island*



This tip might save you a life or two. When you enter the door that locks behind you, your only path is to the Dungeon to find the key. Once in the Dungeon, you must pass a guard who is whipping a prisoner chained to the wall. Use the F7 key to get to the ball and chain, which you should use to knock out the guard. Jump over him and go to the two keys, one of which is booby-trapped. As you approach the first key, watch the prisoner. If he nods yes, that is the right key. If he nods no, it's the booby trap.

*Terry Towe
Morristown, New York*

Deadline



On shield 4, kill both bats before they can wake. Now the shield is easy pickings, as long as you watch out for the clouds.

*Greg Eades
Mission Viejo, California*

Deadline

If you want some questions answered, but nobody will speak to you, try asking the Dead Body. It speaks, and even dodges, when you try to kill it.

*Mike McDermott
Tucson, Arizona*



Try rubbing the pad with another object, then carefully examine it.

*Alex May
Brooklyn, New York*

Death in the Caribbean

To get down the cliff with your wagon, you must do things in a specific order. First, tie one end of your rope to the tree. Second, tie the other end to the wagon. Drop the wagon over the cliff, then climb down the rope. You'll see the wagon and yourself, safe at the bottom of the cliff.

*Wes Miner
Merrimack, New Hampshire*

Deathlord

If you need to build up hit points, hide and pass time instead of camping.

Make an extra scenario disk, then go to the Emperor's Palace. Put in the extra disk, then enter the palace. Go to the Wizards' room and grab their loot. Insert your original disk, then leave. Soon you'll have enough to buy a ship and any armor you need.

*Derek Godat
Terre Haute, Indiana*

Decathlon

You cramp-handed runners of the 1,500 meters need not worry anymore. You can beat the computer in the sprint part by pausing the game when he first starts to sprint. When you start again, the computer will

run slowly but you can sprint. When done correctly, this will give you a world record.

Paul Jordan
Glenwood, Illinois

Deceptor

To get past the dragon at the end of the first corridor, shoot him seven or eight times in the neck, just below his head.

Save bullets, because in most levels you'll have more than one target at the end. When you reach the end, press the spacebar. The creatures will stand still and let you fire away!

Thomas L. Goss
Olympia, Washington

Defcon 5

When launch is detected, you can make disk flipping easier. Just list the OLR schedule and you can also find the GCL code, making it unnecessary to list the GCL schedule.

When you pick a sector to use the OLR, VRS it. When the boost phase is over, use the FEL, NPB, and EML in the same sector you used the OLR in. This will save time in disk flipping, if you haven't destroyed all the missiles yet.

Gerry Tablada
New Carrollton, Maryland



If you are tired of dodging missiles at Defcon 3, move your orbital space weapon to the right side of the screen, about 2 1/2 inches from the bottom. Then sit back and let the MTI destroy the missiles for you.

Gerry Tablada
New Carrollton, Maryland



To make contact with a space mine, go one sector ahead of it and press F3 until your ASM comes up. Most of the time the space mine will come right to you.

Mike Johns
Gates Mills, Ohio

Defender

After an enemy shoots you, or crashes into you, two continuous explosions will occur. When this happens, use your left hand to press the Run/Stop key. During the second explosion, immediately tap the Restore key. If you do it right, you'll get a surprise when you start the next game: your spaceship and other moving objects will be gigantic.

Nghi Tran
Prairieville, Louisiana

Defender of the Crown

This works for the Amiga version of this game and should work for the others as well. After you have picked the land you are betting in Jousting, wait until your character moves toward his spot. Then put the mouse arrow between the red and yellow tents, and you have won the match. Don't move the arrow until the match is over.

Kenji Yuhaku
Monterey Park, California



Always get Robin Hood's help before raiding a castle. This increases your chances of beating a stronger swordfighter. Note: Robin Hood will only help you three times.

John McDaniel
Norfolk, Virginia



The way you begin the game determines if you are going to win. To begin well, don't buy additional soldiers at the start of the game. Transfer one or two soldiers, and move your small army around the empty countries until all are taken. Return to your Garrison, waiting until you have enough money for at least 40 soldiers and a catapult.

Attack the castle at the far right, where you will have a 50-50 chance of winning the battle. If you win, the rest of the game is a breeze.

Daron Rainer
Plano, Texas



When you are raiding, strike the soldier while moving backwards. It will be hard for him to strike you.

Nathan Jones
Baltimore, Maryland



When you begin playing, conquer surrounding lands and build up your army, including a catapult, as soon as possible. Once you have a good-sized army, attack one of the Normans. Don't delay in raiding a Norman castle by jousting, raiding, or other tactics. This allows too much time for the Normans to conquer more land and Saxons.

Don't attack Saxons until later in the game, because they are a great help in delaying Norman attacks.

Also, leave the Norman castle on Cornwall for the last, because it is much easier to defeat and can only attack you on one side. Remember, attacking one Norman at the beginning of the game is much easier than having to deal with all three Normans later.

When jousting, get used to the amount of time that is available to make your shot. When you know when to shoot, press the button while pulling the joystick downward. If you miss, you can sometimes save yourself by lowering your pole and pressing the button. Remember not to hit the horse.

*Ramon L. Colinao
Los Angeles, California*



When you first start the game, transfer all of your garrison to your army, then move to a territory that has the most vassals. This will put extra men into your army. Do this for two or three moves to build your income and your army, but don't spend too much time away from your castle with no men there.

When jousting in a tournament, move the lance to the left until it is just left of the right-hand side of your opponent's shield, then go down a little. While doing this, count the number of times your lance bounces. On the fifth bounce, at the lowest point possible, press the button to knock your opponent off his horse. This takes a little practice, but it's worth it.

When jousting against a better opponent, try to knock him from his horse the first time. If you miss, he is likely to knock you off that time or the next. When jousting an inferior opponent, you'll probably have another chance.

*Glenn Taylor
Algonac, Michigan*



When swordfighting in a castle, always thrust and back off; always keep your guard up.

When choosing a territory for jousting, select one closest to your

opponent, not necessarily the richest one. Chances are good that the computer will take it over on its next turn.

Nick Wagner
Address Unknown



Before you Buy Army for the first time, raid an enemy castle. Be sure to Read Map and check which lord has the worst swordplay. This should double your money.

Eric Hannemann
Marquette, Michigan



When raiding a castle, push the first guard forward as far as possible. Begin to retreat, striking the guard every few steps. This should get you into the castle where you will face another guard. Force him up the steps, then move backward while thrusting with your sword. Repeat this as much as necessary until you kill the guard and get the gold, or until you save one of the ladies.

Henry Davar
Rego Park, New York



For best results choose Cedric. In the first round, move your army into a territory with an income of at least 3. In the next round, joust for land. With the help of Cedric's great jousting ability, you should find yourself three lands richer and two lands ahead of everyone else. With that advantage, plus Robin's assistance, the rest of the game should not be very hard.

Daniel Alvarado
Arleta, California

Deja Vu

To get rid of your gun, drop it in the water at the bottom of the sewer. Siegel's corpse has the key to the Mercedes.

The Sternwood Estate is at 626 Auburn Road. To read the timetable in Mrs. Vickers drawer there, operate the pencil on it.

The syringe is in a wastebasket on the fourth floor of Joe's Bar. You need four pieces of evidence to prove your innocence:

- Marsha Vicker's diary
- Letter in Mr. Sternwood's desk

- Timetable
- No gun (black)

Patrick Donovan
St. Foy, Quebec
Canada



When you are in the casino, play the slot machine on the right. Keep playing until you win.

The key to Ace Harding's and the doctor's office is in the bungalow. To get in there, just shoot the door down.

In the doctor's office, shoot the filing cabinet open and find the file on the drug in the drug cabinet. If you have the syringe, use it to inject yourself with the drug. As time passes you'll start to remember everything.

If you found a live fat lady in the trunk of the car, take the gag from her mouth and use the syringe to inject her with sodium pentathol. She'll give you some valuable information.

Manny David
Bronx, New York



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Patrick Donovan
St. Foy, Quebec
Canada

Delta Patrol

The following are some hints for various stages of the game.

Stage 4: Don't shoot the second and fourth attack waves (they decrease your credits). Get the fish weapon, but do not get the protector.

Stage 9: Don't shoot the third and fourth attack waves.

Stage 10: You must get the multiple fire icon so you can get past stage 12.

Stage 11: Instead of moving around the asteroids, which is almost always fatal, stay where you begin and keep firing.

Stage 12: Kill off the first attack wave; it will get you a credit.

Stage 13: Don't shoot the second and fourth attack waves.

Stage 14: Stay in the middle of the screen and keep firing; you should get 20,000 points or more.

Stage 15: The fifth wave decreases your credits.

Contributor Unknown



You need two speed-ups by the time you leave the Rocks of Death, otherwise, you'll be smashed by the columns that come at you. If you have three speed-ups, it will be a little difficult to control your craft.

In the Caves of Illusion, the second and fourth alien formations will drain your credits if you blast all of them.

Alex Antonio
Dallas, Texas

Demon Stalkers

Tired of invisible vortexes? On the level before you encounter them, launch a death spell as you exit down a chute or set of steps. The next level will have a white floor.

Jason Spears
Harrison, Tennessee



Save your character after achieving each level, especially the more difficult ones. If you don't, you'll wish you had when your character dies

and you have to replay the levels he conquered since you saved him last.

If you're having trouble with a particular level, or if you think it would be fun to preview unplayed levels, this procedure might help:

First load *Demon Stalkers*, then enter the Dungeon Construction mode. Once in this editing mode, set the level that you wish to preview. Insert your scenario disk and load the level.

Unfortunately, for those who are curious about the upper levels, this doesn't work with levels 100 and 101.

Myron Brown
Craigsville, West Virginia



When fighting a large group of rats, stand on the sewers and the rats can't hurt you. If you trigger a Slow Death curse while you're still near the entrance to the current level, go back up. The curse will stop when you come back down.

When you reach Level 100, destroy all the Vortexes and lure the Demon toward the mouth of the main cavern. From there, you can hit him but he can't hit you back.

Contributor Unknown



Some items are just not worth going after, but never pass up an artifact. They're rare, but usually scrolls will hint at the location.

Don't pick up too many keys, because you won't be able to pass a passage blocked by a key. If monsters appear from nowhere, don't panic—it's only a hidden Vortex.

Be careful in levels 65 and 66 because it's very easy to get lost in the Matrix.

Steven Gabaris
Flushing, New York

Dennalfloss II

When you are trapped in level 3 of the Black Taverns, twirl your Magic Bell around your head while chanting the Magical Incantation, 'NOTHA WAN BAHTENDA, three times. Hit the Stop/Restore combination and try again in about 20 minutes. It always works for me.

Frank Santeramo
Seymour, Connecticut

Desert Fox

Try to avoid Ambush, Convoy, and Minefield conflicts, because you are most likely to be damaged in them. Send the planes to Pardia, then go first to the battle closest to Tobruk. Head northeast from there, where there are only a few encounters. Finally, head to either battle site.

Charles Murach
Lansing, Illinois

Destroyer

This program contains a wonderful three-voice airhorn, which you can blow by pressing F7 at any station. Be careful, though, because the airhorn will attract fire from enemy ships, subs, and islands.

Neal Pynenberg
Kaukauna, Wisconsin



If you are on the antiaircraft guns and your ammunition is low, go to the other gun (even if it is damaged), then quickly return. You'll be full of ammo and ready to go.

Lorne Jee
Powell River, British Columbia
Canada



If you need to improve your skill at shooting down Zeroes, pick the mission SCREEN. Set a course heading SSE and wait on the bridge for radar to report "planes nearby." Call General Quarters and go to the antiaircraft guns. The gun that you are on tends to take less damage.

To practice using the torpedoes and main guns, pick CONVOY ESCORT. Head north slowly and go to the observation deck. If you look south, you'll see four slow-moving ships, and you should be able to sink a few of them if you're a decent shot. Don't come to a complete stop, because the convoy will keep moving and you'll be in a fatal collision.

Scott Stephan
Address Unknown

Dig Dug

If you observe the lower right cave, you should see Pooka, the tomato with sunglasses. Watch where he starts moving, and go down to his

cave and pop him from above. Pump him at the place he started from, and when he is one pump from popping, press Restore and immediately start another game. Sometimes this works and gives you 500 points and one less creature.

Shane Watts
Birmingham, Alabama



On each level, it's best to kill the Hydra and the tomatoes with the boulder. You'll get 1,000 points for each creature you kill. For every two boulders you drop on each level the vegetable will appear.

Nguyen Bui
Orange, Texas



To freeze monsters for a few seconds, blast one or two pumps at them.

Ben Ford
West Boylston, Massachusetts

Dino Eggs

If you have to go far and the Dino Mom is coming, try to get a piece of wood so you can warp out when you run into trouble.

Thomas L. Goss
Olympia, Washington

Donkey Kong

On the first screen, quickly climb up and down the first broken ladder, then jump to the right. If you do this correctly, it will appear that Mario has jumped through the floor. The second screen will be displayed and you will have all the bonus points. It just proves you can monkey around with these computer games.

Troy Rouillard
Address Unknown



If you're having trouble with the pie factory levels, the secret is to get to the top as quickly as possible. To do that, you first go to the conveyor belt. Wait a little bit to the left, so you can lure the first fireball out of the barrel.

After it goes to the left, quickly run up the ladder on the right to

get to the top before the fireballs get you. Watch out for the sand pies while you're running.

John Hallett
Las Vegas, Nevada

Double Dragon

This tip lets you pass each level with more lives, and finish the game in 25 minutes. It's very easy to use at all levels.

Choose the two-player game, as you and your partner enter the first stage, move one of the men to the top of the screen. When the enemy enters the screen and starts hitting one of you, jump up once. The enemy will freeze in place, and your other man can easily kill him. The enemy won't move until he dies.

Always stay on top of the screen if you want to freeze the bad guy.

Mehran Mehryar
Great Falls, Virginia



To advance to the next level more quickly, press the Commodore key.

Omar Andrade
Address Unknown



As you begin the second stage, two warriors will come after you. You can avoid them by jumping onto the concrete block on the right, then waiting until they disappear. After a few seconds, two more warriors will appear. Do what you did before, but on the left side. This can also be done on the fourth stage.

After defeating the two Abobos, you fall onto a green bridge. A warrior will come after you. Avoid him and go to the right, and quickly climb up the ledge. On the cliff, two more warriors will come after you. Climb back down the ledge until they disappear. Now head back up and continue.

Edward Eisenman
S. San Francisco, California



If you know where the end of each level is, you should fight your opponents in that area. Fewer people will attack you, and you will have more energy for later screens.

Basil Ansari
Bradford, Ontario
Canada

Doughboy

On the second screen use the missiles to blow down satellites, allowing you to cross to the other side.

Thomas L. Goss
Olympia, Washington

Dragon's Lair

To get 250 lives, load the Commodore version of the program and execute POKE 3651,250 before entering RUN.

Tom Obarowski
Kew Gardens, New York



To get past the skulls on the second level, just push the joystick up. To kill the hand, just press the fire button.

Erik Levasseur
Uxbridge, Massachusetts



On the falling platform, try to maintain Dirk in the center of the platform. The wind blows seven times before the platform appears again.

In the skull hallway, use these movements: up, button, up, button, button, down, right, left, up, and right.

For the burning ropes, wait one swing on the lower and middle ropes before swinging to another rope or platform.

Use these movements in the weapons room: button, left, button, right, right, button, left, button, up, and right.

With the ramps and giddy goons, try to kill the first goon in each ramp before jumping to another ramp.

In the tentacle room, use these movements: button, left, up, button, button, and right.

Watch out for the fireballs in the dragon room. Use the boulders to protect Dirk from them.

Johnny Perez Feliciano
Lares, Puerto Rico

Dragonworld

Once you reach the lead, sell to get the Prince out of the cage. Rub the Philosopher's Stone and the cage will turn to gold.

Michael Wheny
Address Unknown

Dreadnoughts

Here's a way to try your hand at convoys: From Bergen, go east until you run into serious trouble. Punch all sorts of exotic keys until the machine freaks out. Keep punching until you see any "normal" screen. You'll be at game start time, but halfway out in the Atlantic with no contacts.

*Jimmy Williams
Lexington, Kentucky*

Duel

A faster way to kill your enemies is to stand on the platform where they come up. When they come up, sit on them immediately. This will easily get you 500 to 1,000 points.

*Howard Weisbaum
Address Unknown*

Echelon

Save your game before entering areas F3 or F6, because the Nuclear Bombs there will kill you. Keep still when fighting, as it's almost impossible to shoot straight while moving. Hover down from 10,000 M; it's too easy to crash using powered flight.

I can't give you the complete order of the Pirate Steps, but here are the sectors: C3, M12, L12, B8, E4, L6. Major Thomas Allen can supply the areas. Happy trails!

*Matt McLaine
Walterboro, South Carolina*



Most of the objects you see will decipher part of the Pirate Code. Teleport them aboard so you can use them.

*Mike Palmatier
Ghent, New York*



If you are damaged by enemy fire, or by teleporting an explosive device on board, you can fix your ship without returning to base. Go into the data link mode and save your game. Load the game again, and your ship should be repaired. (It doesn't work if your data link is damaged.)

In the patrol zone, some of the objects turn out to be thermonu-

clear warheads, which will destroy your craft in an instant. I've located two of them, in area F3, sector I11, and in area F6, sector L11.

Alex Antonio
Dallas, Texas

The Eidolon

If you get all the gems on Level 1, you won't need any gems for Levels 2 or 3.

Norman Vaniski
Address Unknown

Elite

The radar readout on the Cobra MK III is a very high tech piece of equipment, showing not only target positions but also their type. Ships, cargo pods, escape pods, and alloys are yellow. Missiles and space stations are green. Asteroids are pink.

Jiles D. McCoy
Greenville, Alabama



If you own this popular game, here's an encyclopedia of help for you:

The first rule is to save the game every time you land. Go to LAVE and buy two tons of narcotics (49.8 credits) then head for REORTE (4.4 light years). If the sell price is below 80 credits, start the game over again. Once docked, sell your cargo and buy slaves. Buy fuel, save the game, and head for REALES (6.8 light years). Ignore all enemy ships until you are equipped to fight (you are better off to restart if challenged).

If you want to fight, use your missiles and laser; if it's too tough, start over again. (That's why we save the game at all stations.) If a single ship appears, it is the police. Pirates work mostly in bunches. The best tactic is to zap the ship far out.

You'll be successful in one of your runs, although you might have to start over several times; have patience.

Trading: Only trade in narcotics, computers, slaves, liquor, and furs, and only trade between industrial and agricultural planets.

Check your market price as soon as possible. If the price isn't good enough, hyperspace back to the planet of your launch. If the price still isn't right, hyperspace back and forth again—the price will have changed. Do this until you get the right price to make a good profit.

Try to find planets less than one light year apart. It saves fuel, and you can always go to hyperspace when in trouble.

If you can land on Reales or Zazoer you have it made. Zazoer is an agricultural planet good for slaves, liquor, and furs. Reales is an industrial planet with good buys on narcotics and computers. The two planets are only 0.8 light years apart and by shuttling back and forth between the two, you build your credits and buy equipment for this phase and beyond. Buy narcotics for 60 credits at Reales, sell them for 80 credits at ZAZOER.

Equipment: After your first successful deal, buy a larger cargo bay (20 tons to 35 tons). Next, buy a beam laser; pirates are always waiting, and the pulse laser just isn't good enough to fight them off. A military laser is good but not much better than a beam laser; you will need a laser in advanced stages of the game. Don't waste your money on rear or side guns, as they are useless.

The ECM system is a must if you want to stay alive against enemy missiles. Next, an extra energy unit will make your carrier dangerous. A docking computer is very nice, because it gives you time to plan your next move.

Docking: Shut off the hyperspace when the landing planet appears. If you don't have the docking computer, try this: The space station's landing bay always faces the planet. Approach the planet after the station passes under you; you'll see it in your rear view. Go a ways and loop back 180° until you see the station in front of you. When you see the approach bay, line it up in your gunsight. Just before you enter, reduce your speed to dead slow.

Don't worry about outgoing ships, as they try to avoid you even if you bump. Remember—practice makes perfect.

Fighting: Reales has all the equipment you need to become a "Fighter Trader," but don't waste money buying unneeded equipment. Watch your fuel because you'll need it for hyperspace action. When pirates appear, hyperspace back to the planet and recharge your energy units.

Eventually you must fight your enemy to become an "Elite", so try combat even if it kills you. Practice, practice, practice. It takes a lot of points to become an Elite.

Bill Rhoers
Creve Coeur, Missouri



If you have trouble shooting at distant enemy ships, use the target mis-

sile function to aim at the ship. When you hear the beep, start blasting away with your lasers.

Myong Paek
Portland, Oregon



If pirate ships attack you and fire a missile, respond by targeting a missile on one of them. All pirate ships have ECM systems, so one of the group will ECM your missile and their own at the same time.

Jean Laffite
Barataria, Louisiana

Embassy Espionage

Hints for this game will be found under Spy vs. Spy II: Embassy Espionage.

Lou Sander

Enchanter

Sleep in the four-poster bed, then examine the bedpost when you get up. To open the jewel box, first drop all your items outside the gallery. Find the Ozmos spell inside the gallery, then go out of the gallery and make your way out of the temple. Drop all of your inventory, cast the spell on yourself, and go back inside.

Eric Turnbow
Decatur, Georgia

EOS: Earth Orbit Stations

Here are a few tricks to make EOS more enjoyable:

Never select the other players to be computer controlled, because the computer only makes module stations. Also, it takes several minutes between turns to load in the computer's players.

If you need some extra money, steal some. Select Players from the Tools menu, then select a different player or make a new one. Selecting a computer player will not work. Now select Goodies and Trade Cash. Hold down the G until the amount stops growing. If the Cash on Hand amount is uneven, press the fire button (or Return key) until the amount stops growing. Select Trade Now and your player number. Next select Players and your own player. You now have all the money that the other player had! This is cheating if you play against another person, but it's fair if you're playing alone.

Epyx Baseball

Remember that the G key is a fast way to select things. In the bank, you can use the G key to increase amounts by 10 credits. When changing the amount you charge for module use, use G to change it by one credit. When converting all modules of one type to research or commerce, select the type they'll be converted to, and press G.

The instruction book is vague on selecting advanced stations; maybe this advice will help. When you have a free-form station with no modules attached, select Stations and that free form station. Select Tools and the icon with the station number next to it. You now have some information about that station.

To get a list of all possible advanced stations, select New Class and then Advanced. Choose one and wait for the picture to load in. Build the station by delivering the cargo modules it requires. Appendix B of the manual provides the details.

*Chris Horning
Cuyahoga Falls, Ohio*



On the Search for Life mission, or any long mission, play with all four players, using only one of them for money. Use one player for research and another for exploration. Trade tech points and money between players.

*Ryan Fillmore
Gridley, California*

Epyx Baseball

When playing against the computer, and its player gets a base hit to the outfield, just stop next to the ball. When he rounds first base, pick up the ball and throw it to second. You'll nail him every time.

*Mike McDermott
Tucson, Arizona*

The Eternal Dagger

The best party for this game is two full Sorcerers, two full Priests, one Sorcerer-Priest, two Fighters, and one Ranger-Thief for scouting and stealth. This party has maximum advantage in any form of combat, whether against the Undead, enemy Sorcerers, or normal monsters.

*William Wilhite
Arlington, Texas*



WNPT is for door. XLI is for floor. ROLF is for the hall.

*Lance Gater
Trenton, New Jersey*

Executive Leader Board

If you use a 6I on the seventh hole, you will often get a hole-in-one.

*Scott Morrison
St. Catharines, Ontario
Canada*

Exploding Fist II

When approaching your enemy turn around and fight facing away from him. He will act as if he doesn't know where you are. After a while he might flip over you, but just face away from him and repeat the process. This technique isn't glamorous, but it gets the job done.

The best fighting move is the ground backslide kick.

*Jason Dishop
Huntsville, Ohio*

Express Raider

To defeat the man throwing bottles, duck with every throw. Inch toward him kicking, and he will go down very easily. Similar tactics work on the man with the gun.

*Joe Page
Menville, Iowa*

F-15 Strike Eagle

When flying an especially long mission, it's easy to run out of fuel within a few minutes of returning to base. One time, when returning from a night mission over Hanoi, I started to run out of fuel four map-grids away from base. Out of frustration, I started tapping rapidly on the 9 key (100 percent thrust). I ran out of fuel, but maintained thrust and was able to climb all the way to maximum altitude, from which I glided to a successful landing. Later on I learned that while using this trick, you cannot arm or fire weapons or change the radar range, although you can still maneuver.

*Robert J. Oxley
Marine Corps Air Station
El Toro, California*



If your fuel runs out, just press the “A” key (Afterburners command) repeatedly. With each press, you’ll hear a “poof” sound, and your speed will increase. Apparently the afterburners kick in for an instant before the game figures out that you’re out of fuel. The faster you keep pressing the key, the faster your speed and altitude will increase. It’s a bit tiresome, but it beats crashing.

Bob Keller
San Ramon, California



When you first start flying, immediately cut power to 55 percent by pressing zero. This speed uses only three fuel units at a time. Engage afterburners, and you still use only three pounds of fuel at a time! In this way, you can fly around at close to Mach 2 for a long time, racking up a very nice score along the way.

Shawn W. Scanlan
Toronto, Ontario, Canada



Once you have destroyed the enemy bases, bomb your own base. You’ll get points and will complete your mission.

Nam Tang
Dallas, Texas



As you near your target, arm your plane with the bomb. When your Air to Ground Reticle is about a half-inch ahead of the target, start to drop one bomb after another. If the last bomb you drop hits the target, you will receive all of the points for the number of times you hit it.

Ryan Murano
Mammoth Lakes, California



After destroying the enemy, and you turn back to go home, set your NAV point and kick back. Upon glancing at your fuel gauge, you find that you’re practically out of fuel. First, cut your engines to about 80 percent and climb to 35,000 feet. Then ditch all your flares, bombs, missiles, and external fuel tanks. This will lighten you up tremendously, saving precious fuel and maybe the plane. Also, try lowering your thrust again to 55 percent and repeatedly pressing the afterburners, which will increase your speed and altitude. Now relax and glide into base.

Scott C. Illegible
Address Unknown

F-19 Stealth Fighter

When a heat-seeking or radar-guided missile is coming after you, enable the appropriate jammer right before it reaches you, then break right or left. When the missile passes, hit the jammer button again. Never leave jammers on for long periods of time.

When approaching or leaving a target, here's how to get a low visibility rating, and making your stealth performance much better. Stay under 500 feet at an airspeed of 300. Make certain your brakes, flaps, landing gear, and bomb bay doors are up. Be sure that air tracking is not on.

If your mission is for aerial pictures, don't worry about stealth improvement.

Nick Wagner
Address Unknown



If only a few pixels appear on the fuel gauge, don't panic. Empty your weapon bays of all missiles and bombs. When the fuel, including any in reserve, runs out, adjust the F-19 to a pitch of seven and roll of zero. This will give you level flight.

You may ascend slightly with a higher pitch, but watch for the stall speed. If you want to adjust your heading, I suggest a level flight at pitch and roll of 11.

If you can't achieve level flight, check that your flaps are retracted, that your bay doors are closed, and that your speed brakes are off.

Try to line up with your designated airfield as soon as possible. When you've done this, extend the flaps and adjust the plane to a pitch of nine. Roll to zero for level flight. Note that this slows the F-19 to under 200 knots, which is a useful speed for landing.

Descend steadily as you get closer to the airfield. When you're over the airstrip, your altitude should be under 100 feet.

You'll never have to worry about getting back to base with enough fuel since you can just glide back without it. With this landing procedure, you can rearrange your flight plan to go over 4,000 points on your mission. Just bomb that extra depot or strafe that SAM radar bunker!

Lt. Col. Richard Bersalona
Philadelphia, Pennsylvania



For maximum stealth, fly below 500 feet or above 32,000 feet with the throttle reduced to the middle dot reference.

Always substitute extra fuel for the HARM missile load. Aircraft

damage nearly always results in a fuel leak, and the extra fuel gives you more options.

The best way to shoot down fighters on your tail is to apply full power and pull back on the joystick. As the fighters come into view, your missile system will lock on and you'll be able to shoot accurately at them.

Be alert to fighters that follow you back to the carrier. They will fire missiles at you during your landing approach.

Flying under 500 feet to the target requires constant attention. It can be done, however, if you maintain a constant pitch setting of seven degrees with the power set to the middle dot reference.

Carrier landings are easier if you maintain a constant pitch of 10 to 14 degrees while adjusting the throttle for rate of descent.

Glen Young
Renton, Washington



When using the Libya Training Simulator, use a practice pilot, or don't count on saving him. You usually don't get many points, and the average of each mission's points determines your promotion.

When choosing Limited or Conventional War, try as hard as possible to destroy extra targets as well as the primary target.

Save your pilot after every successful mission. Do **not** save your pilot after a failed mission. Instead, recall your pilot's previous records before starting another mission.

It's a good idea to pause the game a lot so you can refer to the manual.

This tip is especially useful when flying in the North Cape: If you're flying back to base and being intercepted by enemy planes, the enemy tends to veer off your tail when you're crossing a friendly border. If you have fuel to spare, this is a good time to turn around and fire on the enemy.

Armand Larraga
Woodside, New York



On your way home, try landing at any friendly base instead of going to your assigned base; you should get the same number of points.

After your mission, dispose of your weapons to save fuel.

Cornel Hock
Laval des Rapides, Quebec
Canada

F/A-18 Interceptor

If you want to avoid combat for whatever reason, fly below 125 feet.

Darin Sheriff
New York, New York



This is for readers with the Amiga version of this game. If you don't want to go through the hassle of qualifying to fly real missions on active duty, make a copy of Interceptor using Marauder II. When you boot up the copy, you will be given qualifications to fly any of the missions offered in the game.

John Matosky
Chicopee, Massachusetts



When going head-to-head with a MIG, you need not wait for the lock tone to fire. When the target is about two miles out of range, fire and keep tracking. The missile will more than likely connect. This technique negates the possibility of a bad angle tone.

If you're low on fuel and need to land quickly, either go to a land base (if in range), or land on the carrier from the front. This eliminates the need to circle around and position yourself for a landing.

Chris Koharik
Hereford, Arizona

Faery Tale Adventure

Go to the watch tower (find it on your map), enter it, and get the shell you find inside. Then stand close to a large river or lake and use the shell. Seconds later, a turtle will come; ride it.

Abbott Wang
Greenville, Texas



As you probably know, your character dies when he runs out of luck. If you notice that his luck is running low, go to the Crystal Palace on the Isle of Sorcery. (Find it at the top of your map).

Use the turtle to get across the water, and find the blue palace. (Be sure you have a blue key with you, or you cannot enter the palace.) Find the person inside and talk with him at length. Eventually your Luck points will reach about 65. You can return to the palace as many times as you want, as long as you have a blue key with you each time.

In a house in Marheim, there's a man who looks like a hermit

Fairlight

dressed in black. He gives you a clue if you talk with him, and he also heals all your hit points. It takes a gray key to get into his house.

Steve Wahr
Marietta, Georgia



Here's how to conserve some hard-to-collect items in this game: At night, simply turn up the brightness of your monitor instead of using the green jewels. Before using a bird totem to see a portion of the map, save the game. Load the saved game right after using the totem, and you will know where you want to go and still have the totem!

To give yourself several chances in a fight, save the game before your opponents reach you. If you die, load the saved game until you are successful. And finally, if you're unsure of how to use any object, save the game before trying it. If something rotten happens, just reload the game.

Ari Armstrong
Address Unknown

Fairlight

If your Life Force runs low when questing for the Book of Light, and you need to get past an Orc guard, drop a gold bag in the room. The Orc will go after the bag and leave you alone.

You'll need the Crown to get the Book, but be careful not to drop the Crown in a room with Whirlwinds—they'll take it and almost anything else that isn't guarded.

Brian Proefrock
Port Crane, New York

Falcon

Always be aggressive, never show fear to your enemy, and attack first. Never disengage unless you're out of weapons. If the enemy is in front of you, don't try a guns or missile kill. Always attack from behind; you can't collide with the enemy, and he can't shoot back.

Dion Slaga
Marinette, Wisconsin

Falcon Patrol II

Load the Commodore version of the program, use your reset button to reset the computer, then enter:

POKE 16938,6

SYS 2087

This will protect your aircraft from the flaks and any collisions with enemy helicopters. Enemy missiles can still hit you.

*Tai-Wei Wan
Bangkok, Thailand*

Family Feud

When you get a question, you can safely buzz in before you read it, because there isn't a time limit. With such a long time to think about your response, you're likely to come out OK.

*Chad Biggerstaff
Camdenton, Missouri*



Use the F1 key to pause the game at any time, even when the counter is counting down.

F1 will also work when spinning the wheel. Just press the key and hold it there a second. If you look carefully, you'll see the wheel slow down. Do this several times at the right moment and you can leave with a pretty penny.

*Denny Verhoff
Ottawa, Ohio*



If you have a wealthy champion saved to a disk, make a backup copy of the front side of the disk. Then, if you have a bad game and lose your championship, you won't lose everything and have to start from diddly-squat.

*Basil Ansari
Bradford, Ontario
Canada*

Fight Night

To beat Dip Stick, concentrate on hitting him in the head. Force him into a corner and punch him out, but watch his low sucker punch.

Work on Kid Kastro's cigar. Watch out for his fancy footwork and his Superblow.

Beat Hu Him by faking him and using body punches. He has a cement head and a vicious Superblow.

Keep Bronx Bomber in the center of the ring. If he catches you in a corner, you're dead.

Robert Wu
Monterey Park, California



When creating computer characters, give them distinctive names such as names beginning with CC. This makes it easy to remember the computer characters, so you don't have two of them playing in the Tournament.

Denis Burke
Ballston Lake, New York



When fighting computer boxers, get out of your corner as quickly as possible. This gives you an edge in the match, so if you make an opponent retreat you can follow him. After a few retreats, he'll be on the ropes.

Also, keep your guard low to block body blows, which the computer usually throws.

Brett Urkina
Oceanside, California

Finders Keepers

In this game, a player's speed is inversely proportional to the number of objects he's carrying. If a player has all the objects he can find, he's hardly able to move.

Alex Fagundes
Ames, Iowa

Fire Power

In one- or two-player mode, use the radar window to your advantage by seeking the enemy flag (the faint blinking dot) and helicopters (incoming solid dots). Before the enemy helicopters reach you, set your tank to the 315 degree marker or the northwest position. Once in this position, keep firing to rack up a high score.

To be really mean in the two-player mode, lay your mines by the enemy tank hangar. The other player will have to go over them to get out. Also lay mines by your flag.

John E. Kellett
Saginaw, Michigan



To pause the game, press ESC or 4 on the numeric keypad. Press either one **very** quickly, because they won't pause if held down too long. To resume the game, press the fire button or any key.

When returning men to the hospital, position the left side of your tank against the two squares on the right of the hospital. This way, you face upward in case a helicopter comes.

Helicopters come in groups of five or fewer. Don't run away from them, or you'll attract more fire. Have your tank face up and hold down the fire button. You'll learn that the helicopters rarely hit you when you're standing still, and that they have a wonderful habit of flying into your gunfire. Move away as soon as they're gone, because more attackers will come if you stay.

When playing two players, always try to find your own flag first. When you get there, destroy the opening doors and lay a mine by them. Also, hide proximity mines under the bushes and trees closest to the walls surrounding the flag.

When your opponent comes around he'll notice the broken doors and the mine. Knowing it would be suicidal to go through the doors, he'll want to destroy a wall to gain entrance. When he tries it, the mines under the trees and bushes will blow him up, and he won't know what hit him.

Some opponents get so baffled that they die a second and third time without figuring it out. Others get so distraught they forget how to get to the flag.

Willi Magdamit
Port Orchard, Washington



For a really high score, find a place where no enemy bullets will hit you. Turn slightly to the left and wait for your radar to detect an approaching helicopter. As the helicopter comes on screen, hold down your fire button and destroy it.

Nick Bishop
Los Alamos, New Mexico

Fist

When you enter a room with an opponent who seems too powerful for you, just back out or flip out of the room. When the opponent's scroll disappears, walk back in. Repeat the process until you think you can beat him.

Todd Gunnerson
Canaan, New Hampshire

Fist II

You have probably heard a soft beep while playing this game. I found out that if you hear it, it means you are going in the right direction to find the Warlord.

Steve Wahr
Marietta, Georgia



If you have a confederate, completing this game can be a snap. Just walk in one direction and have your confederate hit Stop and Restore at the same time. You might have to try it several times before it works.

If done correctly and often, the man will seem to float. All enemies will disappear. Pressing these keys again should return things to normal.

Michael Bobbitt
Cambridge, Nova Scotia
Canada



To make a battle easier, go toward the enemy then leave the screen. When the enemy is gone, do it again. Repeat until his power is at its lowest.

To turn off the blinking room, get a scroll, go to a temple, and turn it red.

Brent Kynaston
Mapleton, Utah

Flight Simulator I and II

To improve on your landings, enter the Editor by pressing E and type in these coordinates:

North Position - 17191

East Position - 16671

Altitude - 673

Heading - 179

Airspeed - 108

Throttle - 0

You will be lined up on a landing approach at Meigs Field. I really improved my landings this way.

*Matthew Weidner
Address Unknown*



If you have trouble with stalling during takeoff, before starting your engine push the joystick forward until the pitch marker is at the bottom. You can then take off stall free unless you push the pitch indicator all the way up. (You may go down a bit before you are airborne, but don't let it worry you.)

*Nathan Semonik
Address Unknown*

Flight Simulator II

If you need fuel when there are no airfields around, just hit E to go into the Edit mode. When you exit back to flying, you'll be right where you were before, but with full tanks!

*John T. Alsobrook
Benton, Kentucky*



If you own this game and Sublogic's Jet, you can play a super version of Flight Simulator II's World War I Ace game. Boot up Jet and choose the right type of monitor. Remove the Jet Disk and insert Flight Simulator II. Choose DOGFIGHT on the Game Mode menu, then choose the skill level that best suits your pilot capabilities. After choosing your aircraft and armament, you'll be able to play a mixture of Jet and World War I Ace. I call it the World War I Jet Ace game!

*Ron Gregorsok
Bowling Green, Ohio*



When doing the WWI Flight Ace simulation, it's hard to stay level while coming in low enough for a good bombing run. You can cheat by landing at the target, taxiing onto it and dropping your bomb. It's as easy as one, two, three.

*Jiles McCoy
Greenville, Alabama*



Here's a good way to land if you're not too good at it yet. Go to 4,000 feet or higher and bring your flaps all the way out. Pull the yoke back

Football

three or four notches from the center line.

If you make sure you stay level with the horizon, the computer will do the rest. At first the plane will nose down then up, but after a couple of times it will go into a steady glide. When you touch down you'll hear a beep. Shut off your throttle then press the space bar to brake to a stop.

Asron Murakami
APO San Francisco, California



The Simulator takes 65 seconds to reset after the first crash. Entering the Editor for the first time takes 45 seconds. If immediately after loading the program you enter the editor and quickly exit, there is only a 90 second wait. Then it only takes a fraction of a second to reset after a crash, or to switch between Flight and Editor modes.

Contributor Unknown



If the Simulator tries to access the disk drive as you are changing disks, or when you have the drive turned off, the program locks up. You can get out of this situation by inserting the main disk or a scenery disk, then closing the door on the drive. Turn the drive off and on until you get a message screen, then follow the prompt. You'll be back in the Flight mode on your correct heading and course.

Paul Kelley
Greensburg, Pennsylvania

Football

Right after the disk drive stops, press the Y key. You'll be able to change all the players' skill.

David Victor
Waukegan, Illinois

Force 7

To get infinite health press Shift Lock. You can walk right through monsters but you can still blast them away. Be careful not to sleep on top of monsters or press other keys while on top of them.

George Wong
San Francisco, California

Fort Apocalypse

To pause the game, press the space bar.

Contributor Unknown



For 98 lives, load the Commodore version of the game, but don't run it. Then enter:

POKE 36339,153

RUN

*Patrick Thibault
St. Nicolas, Quebec
Canada*

4th & Inches

When playing the Computer All-Pros, try using this play: Select Shotgun With Back, Post, Long Pass, and select either left or right Tight End. When the play starts, drop back and wait for the End you selected to get past the Middle Linebacker. Pass to him, and you'll usually gain 13 yards. This play isn't always available when selecting the Shotgun With Back option; the computer randomly selects the pass patterns.

When playing against the computer, try this: Select Shotgun With Back, Out, Medium Pass, and either Wide Receiver. When the play begins, your receiver will go out six yards from the line of scrimmage and cut to the sidelines. The play usually nets about seven yards, but there are times when the receiver busts loose for a long one.

With time running out in the game, the computer opponent would rather try a field goal than try to score a touchdown. It does this if it is trailing, no matter by how much. After the field goal is kicked, it always tries an onside kick. If it recovers the onside kick, it tries another field goal.

*Victor R. Heredia
El Paso, Texas*



Always take the Champs. They have a better running game and great receivers. They also convert better on fourth down. On offense, use the Post and Corner pass plays; they are not straight, so the receivers lose the coverage easier. Throw screens to Darling and Harris, who have enough speed to turn plays into big gains. On other short passes, throw

to Smersh. He's fast for his size and on some occasions can turn big gains.

On defense, operate out of the Nickel. The All-Pros like to pass. When the ball is snapped, watch the offensive line—if they fire out, the play is a run; if they drop back, it's a pass or a draw. On a pass play, if you see a receiver run straight, make a cut, and then continue straight; it's usually safe to assume he's the intended receiver. As the pass comes in, move your hands into it.

Keith Rains
Duncanville, Texas



If your man doesn't have a chance to catch the ballhandler, just wait until the ballhandler goes to another screen. You will then be controlling a man closer to him.

On offense, choose Shotgun, Streak, and Wingback. Move the quarterback toward the side he's throwing to. Throw the ball just before the defenders are about to sack him. The play will usually be good for about 15 yards.

Alan Richeson
Niota, Tennessee

Frantic Freddie

On the first level, push up when the game begins. This will put you on the second floor without the aid of a ladder.

Jamie & Scott Jones
Trafford, Pennsylvania



If you're on the first board and you want a rest away from the monsters, go to the top right corner of the screen. When you're on top of the ladder, turn around a bit and go down. Then go to the right until you cannot be seen. Catch your breath, take a powder, or whatever else you'd like to do.

When you're ready and the second level from the top is clear, push all the way to the right and you will appear again.

Brandon Seiler
Dundas, Ontario
Canada

Friday the 13th

A sure way to get Jason is to stab or shoot every person you see. When you finally hit the disguised Jason, he will turn into a person dressed in black, and will very likely attack you.

Christian Enescu
Address Unknown



Get the red axe for a weapon. It is stronger and better than Jason's weapon.

Mark Brenner
Chattanooga, Tennessee

Frogger

To pause the game, press F7. To resume, press it again. Use F5 to turn the sound off and on.

Shawn Hoban
Marcola, Oregon

Future Knight

To get unlimited lives, simultaneously press keys BUG87 when you see the screen of the presentation.

Patrick Côté
Quebec, Quebec
Canada

Galaxian

If you are at the bottom right corner of the screen, nothing can blow you up except a head or a laser.

Andrew Fairley
Seattle, Washington



Here's a faster and better way to pass any level and get a better score. When the level begins, move your ship to the right side of the screen and zap all the invaders one by one in order. Do not zap any of the red space ships or the two leaders. This will get harder and harder as you work through the levels, but keep trying.

When you've finally zapped everyone except for the red space

ships and the two leaders, zap some red space ships, leaving two of them together with a leader. Now, when they start to attack you, shoot the red ships first, then the leader. You should get bonuses of up to 200 to 800 points.

Howard Weisbaum
Address Unknown

Galaxibirds

Press Run/Stop. Fire about seven times, and you will be unstoppable.

James Joanos
Address Unknown

Galaxy

If you have one or two men, try to get one captured. After one of your fighters is captured, save him by destroying the capturer while it is moving. If you do it right, you'll have two fighters on the screen at once!

It's a lot easier to fight when you're able to fire twice with every push of the button.

Tom Goss
Olympia, Washington

The Games—Winter Edition

If you have a Commodore machine and disk editor, it's easy to change the names and scores to whatever you want. They are located on track 18, sector 2.

Note: They have also been reported on track 18, sector 9, so you might have to look around for them. As always, when using a disk editor, work only with a backup disk.

Pete Philippis
Lincoln Park, Michigan



You can skip the Opening and Closing Ceremonies by pressing the fire button. You can view each screen by pressing your joystick right.

You can fast forward an Awards Ceremony by pressing the fire button.

In Cross-Country Skiing, start by first pushing left, then quickly right. Keep to this rhythm as much as possible. I hold the fire button down throughout the race, so I can double-pole downhills and step-up uphill.

In choreographing the Figure Skating event, it's easier to place your moves at set time intervals, such as eight seconds. Then just count the intervals in your head while performing. For the double and triple axels, you should leave 15 seconds or so, since these are hard maneuvers to complete. Don't try to put these moves together, as it's nearly impossible to do it successfully.

In the Luge event, the longer your warm-up, the faster your time. At the start, press the fire button as many times as possible to dig in. Right before you reach the gate, press right. Keep straight, don't move your joystick at all, unless your position is too close to the wall. I've noticed that Track 1 is the fastest. My best time there is 23.32 seconds.

When starting the Ski Jump, hold your joystick up until you launch yourself at the bottom of the ramp. Then push up again to raise your arms, keeping them up until just before your landing sequence. This will give you greater distance and style points.

When you start the Slalom, don't forget to push up first. Also, the closer you round the flags, the faster your time will be. Don't be afraid to brush them, as this means you are as close as possible without crashing.

*Chad Rowe
Baden-Soellingen, West Germany*



In the Downhill event, place all four of your cameras in the bottom positions. When you reach them, press the fire button to gain speed for a final rush to the finish line. This should improve your time by 5 to 10 seconds.

*SPC Jeff Collins
APO New York, New York*



In Speed Skating, watch the skater's legs. If they're closing, move your joystick left. If they're opening, move it right.

*James Cordero
Address Unknown*

Gates of Dawn

For a quick 10,000 points, find the Mushroom and eat it.

*Robert Osburn
Woodbury, Tennessee*

Gateway to Apshai

If a goblin, ghoul, ogre, mamba snake, or any enemy comes after you, try to get a thin wall between you and your enemy. You can then kill him with your sword or dagger.

Mark Keeling
Inverness County, Nova Scotia
Canada



You can stop the clock in this game by calling up your status or weapons screen.

Kevin Walsh
Hopkinton, Massachusetts



You can multiply your score for a treasure if the treasure is trapped by other than the Freeze and Teleportation traps. To multiply it, use Locate Trap; when you see the flashing skull on the treasure, walk back and forth over the treasure while pressing the fire button. You'll get up to seven times the original point value for the treasure.

Mark Montgomery
Greensboro, North Carolina



When you see a treasure, activate Locate Trap. If there is a trap, stand on it. When you hit it, keep pressing Locate Trap. You'll get points for about six treasures.

Cory John Neill
Reno, Nevada

Gauntlet

Find a death and decrease your health to under 200. Touching the death, keep your fire button depressed and shooting at it. You'll die and the death will disappear. You'll be stunned and cannot move, but your health will go up to 9,935 points, letting you move once again. All the walls will then turn into exits.

Keep away from the edges of the screen, or you'll be whisked away.

Aaron Schnuth
Swanton, Ohio



Many people are frustrated with this game because it isn't "saveable" as you move through the mazes. If you want to get up toward Level 200 instead of Level 60 or 70, plug in two joysticks into your computer. Choose the two-player option and choose the characters you prefer (I like Thor and Merlin). Pick one of them to use first. When instructed to press the fire button, only press it on your chosen character. When his health points get down to around 10, switch to the second character, letting the first one "die." Repeat this procedure until you're tired or have completed level 999 (yeah right!).

Contributor Unknown.



When you wait about 30 seconds without battle, all of the doors will open. If you wait about 60 seconds without battle, all of the walls will turn into exits.

*Michael Baumgart
Sparks, Nevada*



If Merlin has under 200 health points left, let Death kill him and revive him with 9,999 points. (This trick does not always work).

*John McDaniel
Norfolk, Virginia*

GBA Championship Basketball: Two-On-Two

To block every shot the computer takes, position yourself under the basket and jump up for a rebound when the ball is about to hit the rim. You will actually "steal" the ball before it goes in. This will work all the time if you time it right.

*Matt Cusack
Chester, New Jersey*



To make loading the Commodore version easier, and to skip the opening credits, enter:

LOAD "LOADER",8,1

When the READY prompt appears enter:

SYS 49156

*Jim Sadler
Bismarck, North Dakota*

Gee Bee Air Rally



If you're playing with a human teammate, one player should have an inside shooting rating of six, and the other should have an outside shooting rating of six. When you go down court, the inside man sets himself up under the basket for the rebound, while the outside man shoots for a three-pointer. If the three-pointer doesn't go in, the rebounder can score an easy two points, or pass it out for another long-distance try. Using this method, my brother and I have beaten the computer 148-23!

*Paul Holstein
Fairmount, North Dakota*



After playing a game with a computer teammate, play one with a human teammate. Player One will be normal, but player Two will have a six in every attribute. Now **that's** a great player!

*Doug Hala
Toledo, Iowa*



You can use your Commodore disk editor to change the names in this game. As always, use your editor only on a backup copy of your disk. Team names are on track 19, sectors 10 and 1. Player names are on track 19, sectors 11 and 2. The other names on track 19, sector 2 are the credits seen at the beginning of the game.

*Greg Zwick
NAS Lemoore, California*

Gee Bee Air Rally

To turn fast while keeping a high speed, pull up on the joystick and turn it to the side you want. This is very helpful on the high-skill level boards.

*Shazada Williams
Brooklyn, New York*

Gemstone Healer

Use fireballs to destroy floating eyes before they generate hordes of monsters. Try to hit the skeletons on top of their heads with arrows. Magical dice often work like magic crystal balls. Search through coffins for any extra treasure, but blow them up with a fireball before skeletons emerge.

*M. Troy Freedman
Address Unknown*

GFL Championship Football

When you run the ball you can wiggle your joystick left to right to break a tackle.

*Benton Genus
Los Angeles, California*



When you are on defense, choose a nickel defense and move your joystick to a blitz above or below nickel. Now watch what your opponent picks. If he goes with a pass, don't do anything. But if he chooses a run, press your fire button. This way, you shouldn't get burned by the offense.

*Devin Finney
Shelton, Washington*

Ghost Chaser

To start on level 2, type FANDA on the title screen. For extra lives, type FRANK during game play.

*Steve Rohatynsky
Winnipeg, Manitoba
Canada*

Ghost Town

To get the gold nugget in the mine, go down and get the candle. Light the candle and go down and dig roof.

*Mike Barber
Park Rapids, Minnesota*

Ghostbusters

When asked for your name at the beginning of the game, enter OWEN and reply YES for having an account. Your account number will be LIST. You will have a balance of \$720,000 instead of \$10,000.

*Danny Correia
Saint John, New Brunswick
Canada*



When you get to a house with a ghost in it, place both men facing away from the trap. The ghost will start circling above the trap. Press the fire button and you've got him.

Also, if you are wondering how to prevent the Marshmallow Man from stomping over buildings, press B as soon as the bottom line clears for a Marshmallow Alert. You must have the bait for this.

Another way to capture a ghost is to place one man about a centimeter away from the trap, facing away from it, with the other man in the exact same place. The ghost will get stuck right above the trap. Press the fire button and you've got him.

Nelson Yung
Winnipeg, Manitoba
Canada



When there are a lot of yellow ghosts coming from the corners of the screen, take the marker and cover all of the areas where the yellow ghosts are. When you go to your destination, you will get all of the yellow ghosts.

Thomas Uber
Address Unknown



When you get to the part that asks your name, type in GOO and all the 1's you can use for your membership number.

Contributor Unknown



The PKE meter tells you how much energy there is in the city. When the reading is around 5,000, it is a warning of an attack by the vicious Marshmallow Man.

When you're at a job busting a ghost, and the meter shows anything above 6,000, have your finger ready on the B (for Bait) key when you finish the job. Most of the time he will come right after the job.

Howard Weisbaum
Address Unknown



Follow these instructions, and you will close the gate to Zuul: When buying a car, only buy a Compact. Buy only one trap; you'll have to return to Headquarters every time you catch a ghost, but you'll save money.

It is very important **not** to catch any green ghosts after the city's PK energy reaches 1,000.

If you wait a while without moving your car or catching any ghosts, a screen will appear with the Marshmallow Man jumping from side to side in front of a door. Take your time, and get at least two or

three of your men to sneak by him one at a time. Get them inside the door and you'll win.

The ghost vacuum, PK meter, bait, sensor, and others are just for fun. Don't waste your money on them.

Pressing the spacebar will tell you how many men and empty traps you have, and how much power is left in your backpacks.

Dennis Haines

Forked River, New Jersey



At the end of the game, here's how to get your men past the Marshmallow Man. When you see him jumping over the door to the building, move your man under him, getting as close as you can without being stepped on. Align the top of your man's head with the gray line in the middle of the door. Wait until the Marshmallow Man lands on the ground. As soon as he jumps, push up. Repeat until all your men are inside the building.

Nick Matthew Evans

Ironton, Ohio



When trying to catch a ghost, superimpose your men so they look like only one. When the ghost is overhead, fire your beam and you've got him.

Be sure to buy these items: PK Detector, for determining the city's PK; Marshmallow Sensor, for turning the building white when the Marshmallow Man is near; Ghost Bait, for use with the Marshmallow Man; and a Ghost Vacuum, for sucking up yellow ghosts before they reach Zuul.

Contributor Unknown



Spend your money wisely. It is more economical to buy 10 ghost traps for a total of \$6,000 than to buy a 10-ghost portable laser confinement system for \$8,000. Why pay more money for the same capability?

Chris Hinton

Oconomowoc, Wisconsin



When you have a ghost in line with the trap, push the joystick button twice. This will trap him almost immediately, saving you time and money.

Cory Moore

Westlock, Alberta

Canada

Ghosts n' Goblins

On the last level where you fight the giant worm-like creature, run as far as you can to the right, as fast as you can. When you are there, face left and open fire. Everything will fly right through you and you'll win the game every time.

Omar Salinas
Address Unknown



When fighting the Unicorn, there is a special area where you will be immune to all attacks. On the first screen, it is slightly in from the left edge of the gate.

Straight weapons (javelins, swords, and crosses) are always better than arc weapons because arc weapons can't go over graves.

Troy Nesfeder
Bethlehem, Pennsylvania



To kill the Dragon, you must shoot him eight times in the head. To kill the Devil, you must shoot him 10 times in the upper face. Good luck in saving the princess!

Matt Steinborn
Coatesville, Indiana

G.I. Joe

If you are G.I. Joe and one of your troopers is behind bars, position your star next to him (or her). Quickly move the joystick towards him, pressing the joystick at the same time. The words G.I. JOE will fall on the captured character, and you can use him once again.

In heavy equipment combat, if you have only one person to control both joysticks, find the hiss tanks and position your vehicle out of range of missiles. Then pick up the other joystick and begin firing.

Mark Bickle
Oregon, Ohio



When in man-to-man combat in a city scenario, a robot will sometimes chase you. If you are G.I. Joe, fire at the center of the robot's chest plate, and he will chase the other player. Be careful because Cobra can reverse the process by doing the same thing.

In man-to-man combat in a desert scenario, helicopters frequently

come after you. When they come, stop for a second, then run. The copters will strike your previous position.

Be the G.I. Joe named Blowtorch; he is yellow and will blend in just fine.

Thai Ho
Lake Jackson, Texas



To re-use captured characters, place the icon by the captured soldier's space. Simultaneously push the joystick toward the box and press the button.

David Victor
Waukegan, Illinois

Goonies

To see all of the game screens, press F5 then F7. Release F5 then F7, and the game will load the next screen. Repeat until satisfied.

Steve Rohatynsky
Winnipeg, Manitoba
Canada



Pressing F5 then F7 and releasing them in that order moved me backwards in screens, not forward. It came in handy when I wanted to inflate my score by repeating the easy screens.

Joseph Lee
Rancho Palos Verdes, California



To get past screen one, push the chair under the ladder and stand on it to reach the ladder. Have one Goonie operate the printing press, while the other knocks over the water cooler and goes down through the trapdoor. Then rush the other Goonie down to the bottom as quickly as possible.

On screen two, you can get past the huge stones by pressing yourself against them when they are all the way down. Keep pressing against the stone while it moves up. When it gets high enough, you'll be able to go underneath it with plenty of time before it falls.

On screen three, always know where the sniper is if one of your Goonies is out in the open. A Goonie can avoid the sniper by hiding next to a wall on the third or bottom tier.

To get past screen four, have one Goonie hang from the first chain

and the other from the third chain. When the cannonball falls through the first hole, rush the upper Goonie down to the second tier and jump up to grab the chain. At the same time, move the first Goonie into position at the right base of the mound, in the center of the bottom tier. When your Goonie is in position, let the ball drop through the middle hole. Place your Goonies into the right position and repeat this process two more times. Be sure to watch the hammer at the lower right-hand corner of the screen. If it's about to strike the bell, place your Goonies in the upper right-hand corner, or on the second tier at the far left. These are the safe places to hide from bats.

*Patrick McNair
Address Unknown*

Gorf

To get 127 ships, load the Commodore version of the program then enter:

POKE 33094,127

SYS 64738

*Jason Dishop
Huntsville, Ohio*

Gradius

As soon as you die, hold the Return key down. After the Game Over, the game will start over, not being able to restore its original values, except score and weapons status. You will start at the beginning of the level you died on.

Contributor Unknown



This trick will work at the beginning of most levels. As you start off, approach the top of the screen and pull left. Wait there and destroy the oncoming horde of enemy ships. Then quickly pull down to the bottom of the screen and blast the ships again. Continue this pattern until approaching some solid land.

Because of the numbness of my joystick button, I find it useful to use the Return key instead.

*Michael Lee
Pearl City, Hawaii*

Great American Cross-Country Road Race

To pass a police car without being stopped, do this: When your radar detector starts beeping, push your joystick button and hold it to accelerate. You'll soon see the cop, but if you stay in the middle of the road you'll be all right. This should work every time unless you aren't going fast enough.

Arbi Sookazian
Herndon, Virginia



In the U.S. Tour, try different routes until you find a shorter one than the one in the "records." It assures you of finishing first. I've found at least one way each time.

Chris Kruegel
Franklin, Wisconsin

The Great Giana Sisters

To skip the level you are on, press Shift Lock and simultaneously hold down keys A, R, M and I.

Note: Others have said to use A, R, M, and N.

Toby Krantz
Mannheim, West Germany



For unlimited lives, load the Commodore version of the game and use your reset button to reset the computer, then enter:

POKE 2523,255

SYS 2112

Richard Holmes
Uster, Switzerland

Green Beret

When you reach the part with the submarine at the end of the second level, you can pass it by first going to the middle of the screen. When you are there, face left and go down on your stomach. While constantly pressing the fire button, wait until all of the enemies coming from the left are killed. Without getting up, face the opposite way and kill the

Gremlins

enemies coming from that direction. Turn around and repeat the procedure until no more enemies come out.

Contributor Unknown



This will give you a few extra men in your fight against your enemies (255, to be exact). Load the Commodore version of the program then enter:

POKE 4556,255

POKE 6908,238

RUN

*Glenn Taylor
Algonac, Michigan*



When you get a flame thrower near the end of the first level, save it for when the enemy gets out of the truck; then fry 'em.

The remaining enemies will have no chance if you lay down facing them and keep hitting the fire button.

*Matt Daly
Lewisberry, Pennsylvania*

Gremlins

In the house, the peltzer remote control will control the blender, microwave, laundry chute, and the drawer. Use the ladder from the garage to get into the trapdoor at the top of the department store stairs.

*Justin Stephenson
Evansville, Indiana*



At the beginning of each round, and right after you die, you are given a few extra seconds when all gremlins and mogwai sit still. Use this time to kill off gremlins and snatch up mogwais.

*Joseph Sweely
Pennsauken, New Jersey*

Gridrunner II

On Attack of the Mutant Camels, you can jump to the next level by

pressing the Control key, the Commodore key, and the fire button at the same time. You also get the mystery bonus.

*Mark Horchler
Ellsworth, Maine*

Guild of Thieves

For a quick way to enter the castle, go to the scrub and type in 'Help Old Man'. After he has entered the castle, type in 'Go To Castle'. You will be in the castle.

*Tom Bray
Address Unknown*



To get the lute, get the five ferg note in the cushion on the red sofa. Bet it on the gray rat in the rat race.

*Tom Sweetland
Columbus, Indiana*



For the bank to open, you must have 15 treasures put into it. They are the diamond ring, chalice, rhino, statuette, china pot, brooch, minerals, ruby, oil painting, fossil, plectrum, music, gem, dress, and incense burner.

Once you are in the bank, drop the bottle and cage. Wait, shake the bottle, and put the gum in the keyhole. After the bird says the appropriate words, get into the office by using your lute to play the song off the watercolour painting.

*Brad Dittmer
Deshler, Nebraska*



To get into the Undertaker's establishment, break the glass in the window. You can take a coin which will help you get into the Zoo.

To pass the spider in the Hothouse, you must do three things. Take the Jam Jar from the Kitchen. Then open it and take it to the stable to get some flies into the Jam. Finally, go to the Hothouse and drop the jar to kill the spider.

Rub your feet with the Succulents from the Hothouse, and you can go through the Hot Coals.

*Wlodek Kuczynski
Warsaw, Poland*

Gumshoe

To save the captured girl, press up at the nearest chute. It will bring you to the floor above her, where it should be easy to rescue her.

Scotty Scott
Nashville, Arkansas

Gunship

If you've never gotten any commendations besides the National Defense Service Medal, the Air Medal, and Campaign Ribbons, remember your CO likes you to complete your missions quickly. Try finishing your mission in five to 15 minutes.

When your mission requires you to do anything in the vicinity of a grid point, remember that your targets are colored in light red.

Your best chance for getting a medal is in Volunteer or Volunteer For Hazardous Duty. If you perform volunteer missions, you can probably get, at least, the Army Commendation Medal. I can't guarantee the Congressional Medal of Honor.

Mike Johns
South Euclid, Ohio



When your engines go out, immediately disengage the main rotors from the engines and get up to 90 to 100 knots. When you are 60 feet off the ground, pull back the stick to land.

Shea Gardner
Address Unknown



If you enjoy this popular simulation as much as I do, then having even one of your engines shot out can be a real downer. It can happen in any region, from Southeast Asia to Western Europe, and all it takes is one bullet. If this happens to you, and you just can't get the ship off the ground, jettison one or two of your stores (Sidewinders, FFARS, or Hellfires). This lightens the load on the last struggling engine and will allow you to lift off. Happy Flying!

Jason O'Brien
Medford, Massachusetts



If your engines get hit, autorotate until you are about 300 feet off the ground, then use your collective pitch to land a little less roughly. If you have a fast-load cartridge, don't leave it in when you load the game.

*Patrick Williams
Buckeye, Arizona*



When you have been shot down and killed, or become MIA (Missing in Action), turn off the computer right away. This prevents you from being recorded as KIA (Killed In Action) or MIA. This works with lots of games, and it's up to you to find out when to turn off your computer.

Contributor Unknown



Use a copy machine to duplicate the overlay that is supplied with the game. Outline frequently used keys with a bright colored marker, making them much easier to find.

If you crash or are found MIA, proceed until asked to flip the disk and press the fire button. Instead, flip and reboot the disk. You'll find your pilot still alive, and you'll be able to collect a chestful of ribbons and medals, not to mention points.

*Joseph T. O'Connell
Sewell, New Jersey*



In any of the four difficult levels, always fly low—below 1,500 feet or below 500 feet—if you can handle it. This makes it harder for enemy tanks and SAMs to lock radar on you.

After each mission, always inspect your helicopter, then push the “quit this mission” icon. This brings faster promotions and decorations.

*Donovan Botelho
Victorville, California*



It's easy to destroy the enemy without sacrificing the Hellfire and the FFAR missiles. When the enemy appears on the TADS system, wait until he closes to about 0.5 km, then fire the 30mm Chain Gun. He should be destroyed after a few hits.

*Eric Chan
Dallas, Texas*



Use accelerated time while traveling to your primary and secondary missions, and also when returning.

Write down the countersign and keep it close by because you have a limited time to type it in. Also, write down the map grid numbers to both primary and secondary missions.

When you're getting shot at rapidly and you need to look at your position, press Z and put the game in pause mode.

*Mark Bickle
Oregon, Ohio*



The weapons you choose to carry can make a big difference in your success or failure, and the standard armament isn't always best. In Southeast Asia, it's sometimes a good idea to carry Hellfires, but don't carry any Sidewinders. In Central America, always carry Hellfires, FFAR rockets, and Sidewinders.

In the Middle East, all the weapons are usually necessary. But if it's really hot, leave the Sidewinders at home and use the 30mm cannon instead. In Western Europe, carry two sets of hellfires, because the lack of soft targets makes the FFAR rockets unnecessary.

*Charlie Sammons
Hew Haven, Connecticut*

Hacker

Typing AUSTRALIA will get you past the opening screens and the final security check. Be sure to dodge the satellites for as long as you can because after the fourth security check, your time will run out in about five minutes.

*Shane Doucette
Fort Qu'Appelle, Saskatchewan
Canada*



Here are the codes:

1. Magma, LTD
2. AXD-0314479
3. HYDRAULIC
4. AUSTRALIA

By the way, don't go near the test site before you have the full document; you'll die.

Michael Bobbitt
Cambridge, Nova Scotia
Canada



To get all the necessary pieces of the document, you must give these:

Haiti - Jade Carving
Japan - Stocks and Bonds
China - Pearls
Egypt - Chronograph
France - Cash
India - Gold Statuette of Tut
San Francisco - Autographed Beatles Album
New York - Deed to a Swiss Chalet
London - Camera
Greece - Emerald Scarab

A. Jayne
Camden, New Jersey

Hacker II

To see the ending screen, type COVER; enter your name when prompted. This tip also works for the Amiga version.

Steve Rohatynsky
Winnipeg, Manitoba
Canada



This applies only to the Commodore version of the game. If you have a track and sector editor, you can find all of the filing cabinet codes and the vault combination by looking on track 15, sector 19. Look in this area some more, because there are more hints on the disk.

Contributor Unknown



The combinations to the four filing cabinets, in order, are Blue 1, Red 7, White 50, White 6. The alarm must be disabled in this order, or the annihilator will be activated.

Darren Stovin
Regina, Saskatchewan
Canada

Halley Project

When searching a planet for a landing site, you can conserve fuel by holding still in one place and moving your view around. If you don't find the site the first time, move to the opposite side and do it again.

Benjamin Hardekopf
Camp Lejeune, North Carolina

Hard Hat Mack

You can change levels very easily by holding down a number key between 1 and 3 (1 for level one, 2 for level two, etc.) and pressing the fire button while the title screen is still displayed.

Omar Salinas
Address Unknown



You can skip the first screen by holding the joystick to the right, while pressing the fire button to start the game. This is very useful once you have mastered the first screen, because it makes it faster to get to the higher levels.

Kevin Swanson
Glen Burnie, Maryland



To get to the last screen quickly: When the title screen appears, press keys 1 through 9 in order. Then press the zero key.

Richard Penn
Montreal, Quebec
Canada

HardBall!

It's easier to hit the ball by just pushing the button instead of swinging high, low, left, or right.

Cliff Congo
Manassas, Virginia



When you're in the outfield, throw the ball to first base instead of to second base. It gets there much faster.

Mark Bickle
Oregon, Ohio



The statistics are merely numbers, which don't apply to real hitting. The batting order is the real key to abilities. The All Stars have a bunch of good hitters. The Champs are poorer hitters, but they are fast.

The first batter for the All Stars has good speed. Batting order 1,7,8,9 can't hit the ball out of the park. Batting order 2,3,4,5,6 can—these are the people who produce runs.

For the Champs, their 1, 2, and 9 men have great speed, but 3, 4, 5, and 9 men produce runs. Batters 1, 2, 6, 7, and 8 are poor hitters. Batter 6 often hits into double plays because of his speed.

Cheuk Chau
Chico, California



The computer is a very dumb opponent in this game. He chases bad pitches and makes slow people try to steal second base, especially on the first pitch.

You can get triples and inside the park home runs if, after hitting the ball past the third baseman and reaching first, you *immediately* jump for second. When the fielder tries to throw you out at second, you not only have time for a coffee break, but you can get to second and third, and even home plate, if your runner is Jose or Darien.

With two balls on the batter, the computer usually throws a strike down the middle.

With a non-power hitter at bat, swing high. The ball will go into the air and come down rolling toward a fielder. The batter will have enough time to reach first base.

When in the field, always throw to the nearest base. If you don't, a runner will often get an extra base.

Contributor Unknown



When you throw a pitch outside the strike zone, the catcher's glove follows the joystick's motion, revealing to the batter where the ball is going to go. To prevent this from happening, simply choose the direction you're going to throw the ball before the batter chooses to bunt or steal.

Joel Leveille
New Liskeard, Ontario
Canada



There is an easy way to throw runners out even though the ball is hit to the outfield. If the ball is hit to the left field, throw the ball to third base. If the ball is hit to right field, throw the ball to first base. Never throw the ball to second base, as it always takes longer for the ball to get there.

If you are playing a two-player game, this routine could help you catch a base runner trying to get an extra base!

*Eric Chan
Dallas, Texas*



When playing the computer in the Champs versus All-Stars game, the 9th player in the Champs lineup, whether it be the pitcher or the 2nd baseman, has the best chance to hit the Inside The Park Home Run. Although it doesn't work every time, it's exciting to try.

When he comes to bat, just pop the fire button to swing down the middle, wait for the good pitch, and take a whack at it. If he connects and the ball either gets by the 1st baseman or 3rd baseman, and hugs the line, or if he hits a line drive that also hugs the line, get the batter running to the next base as soon as possible. Stay one step ahead of the runner by pushing the joystick and pressing the fire button in the direction of the next base. If you do it properly, your runner will beat the tag. Don't stop running, since one stop on the base paths is doom.

It helps when you bat to keep the bat level. Don't swing high, low, in, or out—just push the fire button, which will allow the batter to swing down the middle. Also, wait until the pitch comes down the middle. You'll then have the best chance to knock it over the fence.

Champs are the better base stealing team, with the 1st, 2nd, and 8th players in the lineup having the best chance of sliding in safe before the tag can be made. It helps if you have the batter swinging at the pitch.

When playing an opponent (computer or human), and you catch a foul ball, the next player in the line-up will inherit the ball/strike count that existed before the player fouled out. For example, if you had a two-strike and two-ball count on a batter who fouls out, the next batter up would come to the plate with the same two-ball, two-strike count before ever receiving a pitch.

*Victor R. Heredia
El Paso, Texas*



If you want an edge over the computer in hitting, here is how to get it. First play the one-player mode with no Alt. Be the visiting Champs. Substitute your pitcher for a non-pitcher such as O'Brien. Then ex-

change positions with O'Brien and Darien. Substitute Darien in the pitching mode with another pitcher like Moulini; then switch O'Brien with another second baseman like Jimenez. The result is that the pitcher has to bat for the computer, but your pitcher doesn't hit. Darien hits instead!

Thomas Obarowski
Kew Gardens, New York



The batter can often tell something from the movement of the catcher's mitt in preparation of your pitch. Here's a way to eliminate that movement. After you select your pitch, keep the joystick in the direction you chose (do not let it return to center). When the computer asks you what direction to throw the pitch, just push the fire button.

The catcher's mitt won't move, but the pitch will go in the direction you held the joystick.

Tony Scarlato
Toledo, Ohio



If you swing low, your hit will be a fast grounder. If you swing high, you'll hit a slow bouncer to second.

If the ball goes near either foul line, the infielder won't catch the ball and you can get at least a double.

Ben Ford
West Boylston, Massachusetts

Harrier Attack

At the beginning of the game, bring the Harrier down so it's just above the water's surface, then add thrust until you get in front of the battleship. Fire your rockets and watch your score soar to 265,000 points. This will help you in the later stages of the game.

Donovan Botelho
Victorville, California

Heart of Africa

If you think you are close to the tomb, or if you are badly hurt, go to the nearest village and give the chief gifts and a large amount of his favorite commodity. After a little of this, he will make you an honored friend. He will tell you that you never have to pay for food or canoes there. If

H.E.R.O.

you are close enough to it, he will tell you where the tomb is. Usually, he will also heal all of your wounds.

*Matt Morrison
Soldotna, Alaska*



In a given region, each chief wants the same thing. Give it to the first chief you meet, then threaten him with your gun. If he knows nothing about Aunkh-Aunkh, go to the next region and repeat the process.

When walking in the wild, always have a gun in your hand; it will save a lot of trouble later on.

Your manual can help with translation of cryptic sayings.

*Ryan Fillmore
Gridley, California*



When you find a deposit of gold, copper, or other such things, pick up three bags. When you give them to a chief, the first will usually get you a clue (if he knows about the lost tomb). The second will probably be greedily snatched up, but the third will make you an honored friend. Honored friends receive food and canoes for free.

*J. Waldman
New York, New York*

H.E.R.O.

In areas where you might have to retreat, use your laser beam to blast through walls, it is much safer than using dynamite. You should also slow down before descending. To avoid breaking lights, keep to the left of wide, downward passages.

*Patrick McNair
Address Unknown*



If you need to get past a red wall but don't have a lot of room, it's best to shoot at it until it breaks.

*Steve Yajko
Binghamton, New York*

High Rollers

When playing a game against the computer and you don't know the answer to a question, press the left arrow key at the top left of your

keyboard. This will return you to the Menu. When you return to the game, a new, hopefully easier, question will show up.

*Ricky Wotkiewicz
Virginia Beach, Virginia*

The Hitchhiker's Guide to the Galaxy

Those babel fish are pretty slippery characters, as you may have already found out for yourself. The cleaning robots are of no help, because their mission in life seems to be grabbing your fish away from you.

Well, we can't have that happen, can we? First, hang your gown on the hook. Then wait for Ford to go to sleep and take the towel and the satchel. Put the towel over the drain, and the satchel in front of the robot panel.

Now comes the part that drives most people crazy—stopping the upper half of the room cleaning robot. Just put the junk mail on top of the satchel. Now you can stand back and watch your Rube Goldberg shenanigans go to work, with the babel fish landing right in your ear (squish)!

*Eddie Staszko
Mayville, Wisconsin*



To recall your senses after arriving on the first ship, smell until you can make out a faint shadow. Examine it, and you'll be free to roam around.

To get past the tractor that is demolishing your house, lie in front of it. Then type WAIT or continuously press Z. After a while, Ford will come and talk to Mr. Prosser, and you will automatically stand up.

After arriving on the second ship, listen until you can hear the humming of its engine. You'll then be free to move around.

Persistence is the key to getting into the engine room. After a while, the computer will let you in. After you're in, you need to look around a few times before the computer will tell you what is there.

*Jeremy Hubble
Belton, Texas*



Getting the plotter is vital to winning the game. To get it, get the Babel fish, then Flick Switch. You'll be given a word in the second verse of the poem. When the captain starts reciting his poem, type ENJOY POEM. When he goes on to the second verse, look for the word you've been told about.

When the guard is dragging you toward the airlock, type TYPE

“word” (word is the word from the poem). You must also type the quotation marks. The case will open.

Michael Cordner
Dollard des Ormeaux, Quebec
Canada

The Hobbit

To escape the Goblin’s Dungeon, you need to have Thorin or Gandalf in there with you. Say to Thorin or Gandalf, “Carry Me, then Open Window, then West.”

What you do to escape the Elven Dungeon and Wine Cellar depends on what, and whom, you have with you. To get out of the Dungeon, wait until the Butler opens the door. Get out right away or he’ll close the door again.

It’s tougher to get out of the wine cellar. If the Butler’s alive and you’re wearing the Ring, wait until he throws a barrel through the trapdoor, then jump onto the barrel.

If Thorin is with you, or you don’t have the Ring, you first have to kill the butler and open the trapdoor. Then you have to say to Thorin, “Carry Barrel, Throw Barrel Thru Trapdoor, Jump Onto Barrel.”

You can then throw your own barrel through the trap door and jump onto it.

Kevin Walsh
Hopkinton, Massachusetts



To get the ring of invisibility, wait at the cave for the goblin to come up from the crack. Go down, east, northwest, up and south. If you see Golem, kill him with the sword. Get the ring and wear it.

To go through the trapdoor at the place where the wine is kept, wait until the butler throws the barrel out of the trapdoor; then jump. If you are wearing the ring, the butler will not catch you.

If you examine the magic door while wearing the ring, an elf will open the door.

Carry Bard to the dragon and say “SHOOT DRAGON.” After Bard kills him, drop Bard and get the treasure.

To pass the bulbous eyes, go east or west twice, wait twice, then continue moving.

To win the game, put the treasure in the chest.

Ta-wei Wan
Bangkok, Thailand



To avoid the dark, keep the elven sword from the troll cave. Only give it to Thorin when in combat.

James Trout
Pikesville, Maryland

Hollywood Hijinx

To get up to the fourth floor, do this: Put water from the pond into the rusty bucket. Enter the closet and hang the bucket on the third peg. Quickly go up the stairs, go on top of the closet, and wait. The closet will move up in a couple of turns.

The buttons in the game room have the following functions:

Red - Shoots flame

White - Swipes at both puny planes

Blue - Grabs the ring from the monument

Black - Stomps on tanks and radar truck

Green - Moves

To get the parking meter, remember what song was on the screen in the film room. Play it on the piano. When the door opens, go down and get the South pillar. Go up and push the piano south. Go back down and get the North pillar, then enter the passage to find the parking meter.

SPC Jeff Collins
APO New York, New York



The trick to getting into the house is in the poem and the statue of Buck. You have to twist the statue west, then east, then north until you hear the click. Check the poem at this point, and you'll see that the answer is in plain sight. Good luck with the rest of the game.

Shane D. Dolha
Regina, Saskatchewan
Canada

Hotdog Aerials

To get a perfect 10, try moving the joystick up diagonally—either way—and back. It takes practice, but it's worth it.

Scotty Scott
Nashville, Arkansas

Howard the Duck

When things get tense and you need a break, just pause the game. (Commodore, F7; Apple, Spacebar.)

When fending off mutants in the Advanced and Expert modes, timing is crucial. Knock off individual mutants as soon as you can, because it's the only way you'll ever get closer to their mounds.

When up against the currents with either Jet Pack or Ultralight, try to move only up or down. If you try to move left or right you'll become more easily entangled in the currents.

If you are being swarmed by mutants, remember that you can't destroy one unless they are all spinning.

When you are flying the Ultralight, continuously move up and to the right to find the best path to the volcano.

Dan Hartensveld
Wayne, New Jersey



When the meanies surround you, kick up, right, down, and left until the meanies disappear.

Mark McGary
Greenville, Texas

The Hulk

Can't get past those killer bees? Turn into Hulk and go outside the dome. Find the mesh. Enter Wave Fan, followed by At Mesh. Now you can go back inside the dome and get the wax. Don't bother using the fan on the alien army ants; they just keep coming.

Before entering the underground room that holds the energy egg and bio gem, you must have nine or 10 gems in the "fuzzy area." Then Remember Nightmare for an extra burst of strength. If you Remember Nightmare again, Hulk will become enraged and go out of control. Now, Go North, Eat Egg, Scratch Wall, and Go Crack.

If you come across the room where the Chief Examiner is behind a desk, **don't move!** Just look around the room at the door, the Chief, and his program. Eventually, you should find a gem. If you move or speak before you take it, the Chief will see you and force you back into the computer. If this happens, you probably won't find this room again.

John Shull
Fayetteville, North Carolina

Hunter Patrol

Go to the very bottom of the screen and keep yourself tilted to the extreme left or right. You cannot get hit by anything or run into anything.

Eric Snay
Montpelier, Vermont

Hybris

In this Amiga game, you can keep the fourth weapon expanded by trading it for the fifth one when you are running low on expansions. Do not expand the fifth weapon when you get it. Instead, let a bullet pierce the armor when it stops flashing. You'll be back to the fourth weapon with full expansions.

Gerald M. Turner
Westminster, California

Hydrax

When you get to the room with the three trolls and chests, open the left chest and take all the coins. The trolls will run after you. To avoid them, jump right when they are about to touch you. A few seconds later, they will have knocked the wall down. This is where you exit.

Tri-Tech
Richmond, Virginia

I Love Lucy

When you come home, let the cute little dog lick you in the face. When she sits on her hind legs, scratch her under the arms. She will become your friend for life.

Hub Sander
Ross Township, Pennsylvania

ICUPS

If you have a reset button, you can load the Commodore version of ICUPS and press reset. Then enter:

POKE 3214,234

POKE 3215,169

POKE 3216,0

Ikari Warriors

These codes will stop alien fire from killing you on the scrolling game.

These codes will keep your energy from depleting when you touch the aliens:

POKE 45826,234

POKE 45827,169

POKE 45828,0

To restart the game, type SYS 2080 and press Return.

*David Metzke
Shepparton, Victoria
Australia*

Ikari Warriors

At the start of each new level, a tank appears halfway up the screen. Instead of risking a life to get it, you can move one or two inches to the right of the screen. When you get there, simultaneously pull back on your joystick and press the fire button and the grenade button. You'll automatically be in your tank.

This works on both the first and the second tanks.

*John Ericson
Newington, Connecticut*



For unlimited lives in the Commodore version of this game, load the program then use your reset button to reset the computer. When you see the READY prompt, enter these codes:

POKE 12012,234 : POKE 12013,234 : POKE 12014,234

POKE 53280,0

SYS 2355

*Paul Grebenc
St. Catharines, Ontario
Canada*

Imagic Tennis

When you play against the computer on the Pro level, try pulling his serve cross-court. It usually beats him.

*Scotty Scott
Nashville, Arkansas*

Impossible Mission

When you find the room with a huge door on the bottom left side (it looks like a picture frame), that is where to go after you solve the puzzle.

In the rooms with checkerboards, you can get extra snooze and lift pieces by pressing the buttons, making the musical tones go from lowest to highest pitch.

*James Reese
Address Unknown*



When moving through Elvin's complex, you might find that you can't search everything in a room without using a snooze or a lift in it. Using a felt marker, you can mark directly on your screen which rooms require which items.

I also use a marker in the music rooms, where it can be tough to remember the correct sequence of notes. I find the lowest note and mark a 1 in its box. I put a 2 in the box of the next highest note, and so on. Then all I do is follow the numbers.

A damp cloth will remove the marks from your screen. If you're worried about it, you can use the kind of erasable marker designed for transparencies for overhead projectors.

*Jason Kerchner
Milford, New Jersey*



The black balls will either float on a set course or follow you around the room. If one decides to follow you, move so it collides with a robot. The collision will destroy it.

*Michael Adcock
Houston, Texas*

Impossible Mission II

The name of this game has been changed from Impossible Mission 2. A small thing, perhaps, but one that caused lots of confusion in the preparation of this book. As Michaelangelo is reputed to have said when a patron questioned his making trifling improvements to a statue, "Trifles make perfection, and perfection is no trifle."

Lou Sander



If you've been caught by a Bashbot, push the joystick in the direction he is pushing you. If you have enough room to do this for a while, you will break free of him.

Unless a gap is very long, you can usually walk over it. Just don't let up on the joystick until you are safely across.

If you ever see a Sentrybot that is standing still without being frozen, search it.

Watch for a vertical lift running on a bar that goes beyond the top of the screen. Moving such a lift will take you up to the next screen.

It helps to have mastered the original Impossible Mission game, because many techniques work the same in both games.

Jeff Goeters

Chicago, Illinois



To find music pieces that can be played on the stereo, first locate the first aid cabinets. You'll find one first aid cabinet/music piece somewhere in each tower. Six music pieces will complete the song. You can't search a first aid cabinet until you blow it open with a bomb.

If you enter a completely darkened room, push in the direction opposite to the one you came in from. It takes a while.

Jeff Kropf

Denison, Iowa



After you've found all six of the good tapes, go to any of the doors between the towers. Be sure you have some snoozes. Play all six tapes, then push up.

When you're in the last room, snooze the robots and go to the three computers in the middle of the screen. Take the computer on your right, and you've solved the game!

Kyle Bastrup

Sequim, Washington

Indiana Jones and the Temple of Doom

When you're in the mine tunnels, keep turning the mine car to the left. It's much easier this way, and there's a lot less traffic.

*Cory Moore
Westlock, Alberta Canada*

Indiana Jones in the Lost Kingdom

To win at Level 4, you must transfer the color in the gems on the left of the screen, to the gems in the section to their right. Do this by striking the gems with your cane, which carries one color at a time. When the cane changes color, you can transfer the cane color to an uncolored gem by striking it.

Once you have filled an entire section of gems, another elevator will be activated so that you can carry the colors to another section.

Continue until all of the colors have been transferred to the gems at the far right of the screen, all elevators have been activated, and an exit opens. Now you can walk onto Level 5.

*John Shull
Fayetteville, North Carolina*

Infiltrator

On mission two, before you plant the explosives in the weapons lab, drop a gas grenade and search the large file cabinet. You'll find an invisibility pill which will be useful in rescuing Dr. Phineas Gump.

*Matthew Nelson
Los Angeles, California*



Get your spray ready while the guards are checking your ID outside the buildings. Many times, the guard can sound the alarm before the spray takes effect.

It's a good idea not to use explosives outside the building, because the noise might alert the guards.

On the second board, always rescue the Professor first. If you blow up the laboratory first, the guards will almost always find your papers not in order.

*Nathan Tison
Pontiac, Michigan*

Infiltrator II



If the enemy aircraft passes your own craft on the left, it is almost guaranteed that the enemy will be your friend. If it passes on the right, it will be an Overlord.

*Scott Croughwell
Simi Valley, California*

Infiltrator II

Are you tired of bothering with the radio just to be blown up in the end? Once you've maintained the proper speed and heading, arm your rockets. If you fire a missile as soon as an aircraft comes into view, the aircraft will be destroyed and you can ignore the radio. This also lets you maintain a constant heading, altitude, and speed.

*Tom Sweetland
Columbus, Indiana*



Always show guards your papers. Even if they are in order, the guards will call an alert if you don't show them.

If you want to search for something in a guarded room, use a gas grenade when the guards ask you to show your papers. Search quickly, though, because the guard will wake up in a few seconds.

*Sam Sundquist
Edmonds, Washington*



When showing your papers to the guards, keep your eye on the message that says "You are showing your papers."

When it changes to "Active item: Papers," press the spacebar to go to the inventory screen. Press it again to leave it. If you follow this procedure, the guards will always approve your papers. (Note: You have to be wearing green.)

*Jake Hovermale
Ft. Washington, Maryland*

Interceptor

To complete the sixth mission, take off from your carrier and fly toward the enemy carrier. Keep your altitude above 20,000 feet so you have room to outmaneuver enemy missiles. The instructions tell you to destroy the carrier, but all you have to do is shoot down all the enemy planes; about four of them will be launched at you, but not at the same

time. Watch your stores, because shooting down four planes takes a lot of ammo.

*Kyle Pearson
Kansas City, Missouri*

International Basketball

The fastest way to the hoop is by passing. Always pass to the open man, letting him take the ball down the court.

I don't think much of three-pointers, since you only make them about 10 percent of the time. Also, only two three-pointers can be made by each team per game. Always work for the inside shot.

*Wes Miner
Merrimack, New Hampshire*

International Hockey

This game is an upgraded version of Slap Shot Hockey. See Slap Shot Hockey.

Lou Sander

International Karate

To get a head start on the first few levels of a one-player game, just stand still for a second and the computer opponents will fight each other. This way, you only have to deal with one opponent instead of two.

*Rob Abramowitz
Address Unknown*

International Karate II

If you want to see something funny, just stand still and let the computer players hit you. They'll punch you in the stomach and your pants will fall to your knees!

*Billy Erdmann
Chunchula, Alabama*

International Soccer

For an easy goal, go to the bottom of the screen. Face your opponent's goal in the corner, and kick the ball. If you're positioned correctly, the

goalie will jump straight up and the ball will pass beside him into the goal.

Patrick Sinnott
Commugny, Switzerland

Into the Eagle's Nest

The first prisoner is in the basement, the second is on the first floor, and the third is on the second floor.

Ammunition is a problem on the second floor of the first castle. To solve it, go to the right as soon as you get off the elevator, and never go to a new floor without 99 points of ammunition. Shoot the detonators to activate them.

Robert Mikre
Upper Montclair, New Jersey



Be extremely alert while playing this game, as a Nazi can quickly come out of nowhere and deplete your hits by half or more.

First, find the elevator pass on every floor, especially on floors where prisoners are hidden. On the first floor, be patient and explore every room until you find the elevator pass. Once you find it, find as many keys as you can.

It's easier to rescue the first prisoner if you have at least four keys, 99 ammo, and zero (or close to it) hits. If you don't have these items, take the elevator to the first or second floor to acquire them.

Kevin Brunelle
Pittsford, New York



At the beginning of the game on the first level castle, step a couple of paces left, then all the way down to the green line. Then, while holding the joystick back, keep pressing the fire button. The screen will tell you that you found some jewels, and you'll get about 100,000 points.

If you want to make it outside, be sure to kill the guards outside the door.

Mark & Kurt Frymire
Dearborn, Michigan

The Island Caper

Hints for this game will be found under Spy vs. Spy II: The Island Caper.

Lou Sander

The Island of Dr. Destructo

The first screen's planes can't harm you, so just shoot continuously as you fly in circles. You should have the boat sunk in no time.

On the second screen, fly as close to the bottom as you can. Then fly in circles, shooting as you face up. The killer planes rarely fly that low, so you'll be able to sink more ships.

Billy Erdmann
Chunchula, Alabama

James Bond

When you reach the level where objects are falling on you, wear the hard hat. It protects you and keeps you alive much longer.

Cory Moore
Westlock, Alberta
Canada

Jeopardy

If you don't like it when your computer opponents answer questions before you can read them, put three players in, and only use one for the game. If the answer is on the tip of your tongue but you need more time to bring it out, just hit your opponent's key and think of it as his or her time runs out.

Justin Stephenson
Evansville, Indiana



The middle man can use the button on joystick 1 to buzz with. This is easier and quicker than using the spacebar.

Contributor Unknown



If you have a wealthy champion saved to a disk, make a backup copy of the front side of the disk. This way, if you have a bad game and lose your championship you won't lose everything and have to start over from scratch.

Jason McFarland
Richmond, Indiana

Jet

For something neat to look at, set your Jet simulator to the F-18 target strike mode, with the difficulty selector at zero. Take off and head for

Jet-Boys

an enemy ship. As you approach, gently land on the water (remember, this is with the difficulty level selector at zero).

When you come to the ship, just taxi into the hull. It just proves what those Soviet ships are made of.

*Jiles McCoy
Greenville, Alabama*



If you own both Jet and Flight Simulator II, you can play a super version of Flight Simulator II's World War I Ace game. Boot up Jet, and choose the right type of monitor. Remove the Jet Disk and insert Flight Simulator II. Choose Dogfight on the Game Mode menu, then choose the skill level that best suits your pilot capabilities. After choosing your aircraft and armament, you'll be able to play a mixture of Jet and World War I Ace. I call it the World War I Jet Ace game!

*Ron Gregorsok
Bowling Green, Ohio*



If you want to take off, but don't have enough runway space, try this. Hold down your brakes and bring your thrust all the way up. Release the brakes, and you should get off the ground using less than half the usual runway distance.

*Peter Pramataris
Farmingdale, New York*

Jet-Boys

Memorize the aliens' patterns, as they are the same every time. When fighting an Ultra Beast, move as close to it as possible. Good timing and control of the joystick will make this game easy.

*Derek Godat
Terre Haute, Indiana*

Jinxter

To open a mailbox, you have to warm up to the solution. Make sure you warm-up twice. Be there to answer the phone in your friend's house. Listen to the birds and smell the flowers.

*Scott Nicholson
Ft. Gibson, Oklahoma*

Jordan vs. Bird: One-On-One

If you've played the original, this is old hat. But if you're a newcomer, it should help. Get diagonal of your opponent wherever you are on the court. To block, jump when he jumps. If you're on the baseline, block shots by getting beside him and jumping when he jumps.

Beware of Bird's stealing and rebounding skills. Watch out for Jordan's quickness and baseline three-pointers.

Ace

Address Unknown

Jumpman

Type the following two lines and insert your Commodore Jumpman disk into the drive. Enter RUN and enjoy Jumpman Immortality!

```
10 IF A=0 THEN A=1:LOAD "INTRO.SYS",8,1
20 POKE 24015,173:POKE 54296,15:SYS 36864
```

Mitchell Anstine
Central Point, Oregon



If you have used the Jumpman Immortality program and you want to get out of a level that's too hard for you, just press Return and you'll be back at the main menu.

Nelson Yung
Winnipeg, Manitoba
Canada



Are you tired of using the randomizer to find new levels? Use a backup disk and change the filenames.

For example, if you want to play level 29, change file PLF29 to BPLF1. Then change PLF1 to PLF29. Finally, change BPLF1 to PLF1. The result is that PLF29 has been renamed to PLF1, and PLF1 has been renamed to PLF29.

Charles Murach
Lansing, Illinois

Jumpman Jr.

To get unlimited lives in the Commodore version of Jumpman Jr., put your disk in the drive, then enter these lines:

Jungle Hunt

LOAD "JUMPMAN JR.",8

POKE 9450,173 : RUN

Bobby Brickhouse

Address Unknown



On the final level, use the wind to your advantage. With the wind's help, you can jump off the right-hand side of the screen and land on the left. Unless you're only going a short distance, always go to the right. This also helps you dodge the flying newspapers.

Charles Murach

Lansing, Illinois



Load the Commodore version of the game, but enter SYS 64738 before entering SYS 32768. You will get unlimited Jumpmen, high bonuses, and a very high score.

Rob Smith

Address Unknown

Jungle Hunt

When you are in the river, swim near the bottom to avoid alligators. Surface quickly whenever you need air.

When jumping over the rocks, you can get greater speed by using a running jump: stay to the left, and move to the right when a rock comes.

Cory Moore

Westlock, Alberta

Canada



To finish the first board, keep your eye on the vine you are going to swing towards. As it flies in your direction, jump. Don't worry about aligning the two, as it only wastes time.

When you hear the bubbling sound on the second board, get some air and dive for the bottom. You'll pass the bubbles and save time.

In the third round, the best place to stand is between the middle and the far right. From that position, press the button while pushing forward on the joystick. This makes the player jump higher—even high enough to jump over large boulders.

On the final screen, you can get a higher jump by pressing the button while pushing your joystick diagonally up and to the left. The

best way to complete this screen is to jump between the natives, wait until the girl is low enough, then jump over the last native.

Sean Curry
Cynthiana, Kentucky



To pause Jungle Hunt press the spacebar.

Contributor Unknown

Kane

On screen one, try to kill as many birds as possible with one arrow; you will get more peace tokens (which are lives) and arrows.

For screens two and four, use F1 to start over if you crash on your horse.

On screen four (horse ride two), go at the same speed as the train until you clear the first two obstacles. Then go full speed ahead!

James Reese
Address Unknown

Karate Champ

Stand still and let the computer man approach you. When he gets close enough, do a jumping side kick, which he will block. As soon as you land in front of him, do a front kick. He will still be blocking the jumping side kick and you will nail him in the stomach.

Aaron Schnuth
Swanton, Ohio



To beat the computer in a round, you should let it do the attacking move. At the split-second, though, do either one of these moves: back kick, round kick, low kick, foot sweep, or squatting reverse punch.

Contributor Unknown



When you hold the position of the back round kick, you become invulnerable, and your opponent cannot touch you. You can use this to your advantage by gaining more points than your opponent, then holding this position until time runs out. The winner, of course, will be you!

Shawn Agee
Abbottstown, Pennsylvania

Karateka

When you get to Mariko, run to her, don't walk. If you do walk, she will think you are trying to kill her, and she will kill you in self-defense.

Keith Sharp
Address Unknown



During the game you could be encountering more men than you have to. For example, when walking outside the building, you will usually meet six men. If you run, you meet only three. Conclusion: run as much as possible.

Doug Cross
Sellersburg, Indiana



On the second level entering the castle, a bird comes out before each new guard, and he takes two arrows unless you defeat him. When the music warns he's coming, try switching to the keyboard mode. This will give you an advantage, because the keyboard is more responsive than the joystick.

Jay Locklear
Address Unknown



You can let your man fight for you by holding the fire button down once you are in the fighting position. I have reached the palace entrance this way.

John M. Lyle
Tiskilwa, Illinois

Karnov

If you're playing for the first time, use your ladder and jump around a lot. If you're wondering how to get the options to work, just press the Y key.

In the Rocky Hills stage, destroy the two little jumping rock men, but don't be afraid to jump down the hole. Your courage will be rewarded by a bunch of K blocks. If you jump around down there, you can also get a fire option.

In the Ancient Ruins stage, kill the red face on the wall to get a lot of K blocks. Make sure you hit him in the eyes.

I haven't mastered the Swimming stage yet, but I know you have

to watch for everything, even the little underwater plants. But don't worry, Karnov cannot drown.

Happy treasure hunting!

Mike Ryan

Port Richey, Florida



One problem with this game is that you can find many items during play, but the instructions don't tell you how to use them. To find out, just move the red box onto the item you're interested in, then press the Y key.

Are you bored of going the same old way on the second level? If so, stop at the cave entrance after you destroy the pillars. Using the ladder will reveal a whole new way to complete the level—above the caves rather than through them.

If you think the Volcano level is impossible to pass, notice the color that you're standing on when it starts. Also notice the color of the cave atop the volcanos. In my game, they're both purple. Just use the ladder to jump onto the purple atop the volcanos. You'll be surprised to hit solid ground.

Jason Putman

Niagara Falls, Ontario
Canada

Kennedy Approach

Here is a powerful program that makes this game a lot more fun. If you use it on a backup copy of your program, it will add the features described below. Do **not** use it on your original disk.

My program increases the length of each shift, regardless of skill level. This requires a lot more of the player, and provides more interesting action, not to mention extra high scores. It also allows keyboard selection of skill levels 1 through 7, and allows access to all shifts. Now you can easily work prime time shifts in Washington and Denver, or morning and prime time shifts in New York. In the unmodified Kennedy Approach, you had to work up to these.

My program also eliminates the need to enter an access code at start-up, and provides a way to restore the original Kennedy Approach program should you desire.

As with most user-created programs, there **is** one little bug. The modified Kennedy Approach will sometimes crash at the end of a 30-minute shift. But I find the inconvenience is a small price to pay for the added excitement.

Kennedy Approach

```
10 REM *****
11 REM KENNEDY APPROACH MODIFIER
12 REM BY T. M. HAMILTON
13 REM
14 REM TAKES THE ORIGINAL KENNEDY
15 REM APPROACH PROGRAM AND INCREASES
16 REM THE TIME FOR EACH SHIFT TO 30
17 REM MINUTES INSTEAD OF 10 MINUTES
18 REM FOR TRAINEE AND GRAVEYARD SHIFTS
19 REM AND 15 MINUTES FOR AFTERNOON
20 REM SHIFTS AND HIGHER.
21 REM
22 REM ALSO ALLOWS USER TO SELECT UP TO
23 REM SKILL LEVEL 7 FROM THE KEYBOARD
24 REM (ONLY 5 LEVELS ALLOWED IN THE
25 REM ORIGINAL!)
26 REM
27 REM FINALLY, ELIMINATES THE NEED TO
28 REM ENTER THE ACCESS CODE AT START
29 REM UP.
30 REM
31 REM PROGRAM ALSO ALLOWS THE DISK TO
32 REM BE RESTORED TO ITS ORIGINAL
33 REM CONDITION IF DESIRED.
34 REM
35 REM RECOMMEND YOU USE THIS PROGRAM
36 REM ON AN ARCHIVAL COPY AND NOT ON
37 REM THE ORIGINAL KENNEDY APPROACH
38 REM DISK AS DIRECT WRITING TO DISK
39 REM BLOCKS CAN BE RISKY BUSINESS.
40 REM
41 REM *****
42 REM
100 PRINT CHR$(147):PRINT:PRINT"KENNEDY
    APPROACH MODIFIER"
110 PRINT:PRINT"SELECT:":PRINT
    :PRINT"1.MODIFY ORIGINAL PROGRAM"
120 PRINT"2.RESTORE ORIGINAL PROGRAM"
130 GET A$:IF A$<>"1"AND A$<>"2"THEN 130
140 IF A$="1"THEN C1$="7":C2$="7"
    :C3$=CHR$(143):C4$="3":C5$="0":GOTO 160
150 C1$="5":C2$="5":C3$=CHR$(139):C4$="1"
    :C5$="5"
160 PRINT:PRINT"INSERT KENNEDY APPROACH
```

```

        DISK INTO DRIVE"
170 PRINT"AND PRESS ANY KEY TO PROCEED."
180 GET A$:IF A$=""THEN 180
190 OPEN 15,8,15:OPEN 8,8,8,"#"
200 PRINT#15,"U1:"8;0;8;13
210 PRINT#15,"B-P:"8;239
220 PRINT#8,C1$;
230 PRINT#15,"U2:"8;0;8;13
240 PRINT#15,"U1:"8;0;8;4
250 PRINT#15,"B-P:"8;51
260 PRINT#8,C2$;
270 PRINT#15,"U2:"8;0;8;4
280 PRINT#15,"U1:"8;0;8;16
290 PRINT#15,"B-P:"8;66
300 PRINT#8,C3$;
310 PRINT#15,"U2:"8;0;8;16
320 PRINT#15,"U1:"8;0;5;18
330 PRINT#15,"B-P:"8;49
340 PRINT#8,C4$;
350 PRINT#15,"B-P:"8;52
360 PRINT#8,C5$;
370 PRINT#15,"U2:"8;0;5;18
380 CLOSE 8:CLOSE 15
390 PRINT:PRINT"MODIFICATION COMPLETE."
400 END

```

T. M. Hamilton
Trenton, New Jersey

Kickman

On round one, pop every balloon except the last one. Keep kicking it and you'll get some pretty high scores.

David Oh
New York, New York

Kid Niki

Each level has a secret entrance to Cloudland, where you can earn a very important prize. On the second level, kill the last attack bird to get a hack-ball, which is very helpful later on.

Contributor Unknown

Kikstart

If you think you won't make a jump, quickly move the joystick up and down and you will gain altitude like nobody's business. It works, but you have to practice it.

Omar Salinas
Address Unknown

King's Quest III

When you're doing a spell and it tells you to recite a verse from the book, just press the Return key.

Jay Cochran
Rockville, Maryland

Knight Games

In the swordfights, keep pulling down as soon as you've finished one swing. You'll get so far ahead that when you knock out your opponent you'll have four or five shields left, plus the knock-out bonus. In cross-bow, keep aiming for the small circle target, since it is worth the most points.

Shane Doucette
Fort Qu'Appelle, Saskatchewan
Canada



To win every game except the shooting games, just keep repeating an attack move. Pretty soon you'll win.

In the shooting games, timing is very important. Always aim ahead of moving targets. In the target game, shoot just before the target face shows.

Andy Flor
Fargo, North Dakota

Koronis Rift

After the fourth Rift, your firepower becomes useless against Guardians' shields, unless you find new Modules. As you leave your scoutcraft, move toward the nearest Module, count 10 seconds then immediately call the ship. By doing this over and over, you'll get closer to the Module without encountering any Guardians.

Robert Wu
Monterey Park, California

Kung Fu: The Exploding Fist

On level 4, there is an easy way to kill the Evil Twins. Go to the one on the left and punch him in the stomach.

Contributor Unknown



Instead of bending down to punch or kick your enemies, then being bombarded by their airborne somersaults, simply leap over them as they come toward you. Not only does this keep you from suffering damage or losing a life, it also saves time.

Kevin Fite

Address Unknown



To finish off the third floor guard, all you have to do is use a low kick on him several times. He'll die easily.

Michael Wherry

Address Unknown



To kill the giant, continuously kick the air. He will walk off the screen then come back on. As he is walking, kick once and he'll back off. Keep repeating this and eventually he will die.

Contributor Unknown



For an easy game, go to the fourth or fifth level and let the guardian kill you. The next time you play you will discover that the number of foes you will face will be greatly reduced. To get things back to normal, kill the guardian on level 4.

Contributor Unknown



This tip works when playing against the computer on all but 5th Dan and occasionally Novice. Right after you bow, do five consecutive flying kicks and one backward kick without releasing the button. The computer does a block and keeps it up while you jump past and nail your opponent from behind. It works almost every time, but will take at least 4 seconds to perform.

Mark Kennedy

Bakersfield, California



When playing against the computer on the first level, take a step forward and then kneel down. When the computer comes within range, press the fire button to trip him. It works almost every time.

*Chad Weideman
Romeo, Michigan*



When you hear the brilliant Kung Fu yell and explosion, you might want to hear it again. Instead of turning the computer off and loading the program again, just hit Stop and Restore.

*André Chenier
Address Unknown*

Kung Fu Hero

When you are on the first floor and facing left, press Shift and the letter G. A shooting gun will appear in your hand! This is useful for killing the villain at the end of the floor and will also kill any number of people who are approaching from the left. If you remain motionless a few seconds after firing, the author's name will appear on the screen.

*Asanka Pitawala
Bronx, New York*

Kung Fu Master

An easy way to beat the enemy at the end of each hall is to turn around when you get to him and walk back to the beginning of the hall. Instead of arriving at the beginning, you'll end up behind the enemy, where you can easily beat him up. Move fast when you do this, because as you use time, you reduce the amount of points you get.

*Byron Henderson
Address Unknown*



To beat the fourth floor guard, all you have to do is use a low punch. Push the joystick down and press the button as fast as you can.

*Chih Chiang
Salisbury, Maryland*



To kill the final attacker on the fifth level, hit him with a middle kick, then a low kick, then a flying kick. Finish him off by running at him while throwing low punches.

*Steve Blay
Miami, Florida*



To beat the Master on Level 5, give him two kicks going up and down alternately; two punches the same way; a drop kick, and a low kick, which will finish him off. Practice Level 5 and soon you'll be a master yourself.

Shane Dolha
Regina Saskatchewan, Canada



For infinite lives, load the Commodore version of the game, then enter:

POKE 38649,189

Patrick Thibault
St. Nicolas, Quebec
Canada

Labyrinth

If you think there's only one combination of words to defeat Jareth in The Final Confrontation, don't be afraid to experiment. Just for fun, try all nine combinations.

To save time, when you are asked to press the space bar to start the game, simply turn your computer off then on, then reload the game. Labyrinth's automatic save feature will let you easily return to that screen.

Don't wander about too far on the final screen—you are not an owl.

Jay Spagnolo
West Warwick, Rhode Island



In the hedge maze, it's important to take the bracelet. You'll need it later in the game.

In the Door Knockers room, ask knocker, hit knocker, insert bracelet, and open door. You're now in the Stone Faces maze.

In the Wise Man's Garden, save the game, walk to the Wise Man, then "take." You now have a rule book for Sir Didymus. Ask Wise Man and he'll tell you how to get out. Give quarter. If he keeps saying something about "the hands of the clock and the path of the ninth hour," ask him two more times how to get out then "load game." This time he'll give the right answer when you ask him.

Keith Welshonse
Lynnwood, California



I have found a little secret. The game only gives you 13 hours to solve it, but if you don't think that's enough time, use the rule book until time is up. The computer will give you 55 hours and 37 minutes to complete the game.

I also found that if you call Ludo at the Goblin King's Castle he will come. You can call for as many rocks as it takes to throw and knock out the Goblins. If Ludo doesn't come, it is because you probably fell into the Bag of Eternal Stench. If this is the case then you must use your perfume.

*Ronald Miller
San Antonio, Texas*

The Last Ninja

On Level 5, pick up the apple outside the palace. Enter the palace and fight. When you are down to one life, go back outside and there will be another apple. It works every time.

*Tom Donovan
Address Unknown*



To get past the Samurai with the spear in the "Palace," get the Ninja Magic in the room above him, or stay very close to him, pressed right against his body, and the spear will pass over you.

To pass the warrior and climb the steps to the "Inner Sanctum," you need Ninja magic or you can't climb the red steps. The magic is in an upper room before the steps. It turns you green.

Saving your stars is unnecessary. When you enter the Palace Gardens, more stars are near a flower bed, close to the entrance.

*Frozen Fire
Address Unknown*



In the Wilderness, cross the Wastelands and kill the Samurais before you cross the water. Then, when you get the Magic, you won't waste time killing your enemies.

*Tom Moore
Schererville, Indiana*



If you are having trouble getting the flower in the Palace Gardens, use the Glove, which is in the Wilderness. If you are having trouble getting past the statue that throws knives, get as close as possible to it and start

walking past it. When you see it throw the dagger, stop, then continue walking.

If you can't find the hidden passage in the Inner Sanctum, try using the flower to touch the last vase in the room with all the vases.

*Brandon Neuschafer
Lodi, New Jersey*



To get past the Dragon, throw the smoke bomb right under him. With practice you'll hit and he'll cripple down.

*Michael Epstein
Stony Brook, New York*



When fighting an enemy, attack him as much as you can, and then run off the screen. Continue attacking him and running off the screen until you defeat him. With practice, you can defeat an enemy without losing any life power.

*Doug Smith
Milton, Florida*



To go from the Palace Garden to the Dungeon, take the Amulet and kneel in front of the Gold Buddha. To leave the dungeon, find the room with many rings on the wall and kill the Guardian, then hold the Rope and try bumping into the Rings. After several tries, you will hopefully hold on to the Rings and climb out of the Dungeon.

I find it much easier to kill the Shogun by stabbing him in the head with the sword and kicking him in the stomach. He moves so fast that you can only hurt him by using short-range weapons.

Contributor Unknown



On the first level, you'll find a river and a marsh. Don't cross the river, because you'll end up going in a circle and meeting the other side anyway. When you get to the marsh, it's easy to jump it. Just walk onto the timber that touches the path, then push your joystick forward while pressing the button. Repeat this step until you get to the other side.

*Tri-Tech
Richmond, Virginia*



To kill an enemy with a Shuriken, back out of the screen you're in, and enter the last screen you occupied. Use the spacebar to choose the Shuriken and re-enter the previous screen. Fire before your enemy has

a chance to draw his weapon or to start moving. He will almost always be in the line of the Shuriken's fire.

When you acquire the Sleeping Potion in the Inner Sanctum, use it to put all of your enemies to sleep. You can use it indefinitely without it running out. Putting enemies to sleep is easier and faster than using a weapon, doesn't subtract from your hit register, and might save your life to use against the Top Dude.

Contributor Unknown



Here is some interesting information about how several items can be used:

Smoke Bomb - When thrown at the dragon's head, puts him to sleep.

Claw - Helps you climb up or down walls in the Wilderness. (Be sure to walk backwards while climbing down the Stone Wall.)

Glove - Picks up the flower in the Palace Gardens.

Amulet - Carry this and kneel in front of the Golden Buddha in the Palace Gardens, you'll receive Ninja Magic and advance to the Dungeon.

Rope - Helps you climb out of the Dungeon in the room with the rings on the wall.

Key - Opens the first door in the Palace.

Flower - In the Palace, putting it into the vase in the room north of the hall with the statue will get you Ninja Magic. This lets you walk on the red carpet leading to the Inner Sanctum. In the Inner Sanctum, put it into the vase in the room with the red curtain. The curtain will open and reveal a secret passage.

Potion - When thrown onto the dog, it will put him to sleep. Be sure you're not carrying any weapons. (The picture on the back of the package is **wrong!**)

Thomas Tien
Edison, New Jersey

Law of the West

It is very important to get off on the right foot with the Doctor. To do so, say these things:

1. My, aren't we hung over this morning?
2. I've had my share of hangovers too.
3. Only time.

When you are shot he will heal you, but only twice. The third time he will pass out.

*Justin Stephenson
Evansville, Indiana*



Whenever you talk one of the gunfighters down and he starts to walk away, draw your gun and keep it on him until the next screen starts. There are some situations where he will draw on you late, and at least one case where he'll enter the saloon then come out shooting.

The doctor, Miss April, and Willie are the only characters who won't pull a gun on you. Any one of the other characters is potentially dangerous.

Whatever else you do, don't shoot the doctor or get him upset with you. You'll need him to patch you up if you get shot.

*David Bennett
Fredericton, New Brunswick
Canada*



The man with a shotgun, the gunwoman, and the gambler can turn around quickly and do you in.

*Ernesto Jorge Ahuad
Buenos Aires, Argentina*

Leader Board

If you're having trouble loading the Commodore version of this game using the Fast version, try typing this:

LOAD "FAST50",8,1

The program should load quickly, but without a title screen.

*Evan Davis
Edgeworth, New South Wales
Australia*



When you're playing Novice at the 11th hole on the first course, use a nine iron (9I). This should give you a hole in one every other time.

*Clay Rose
Address Unknown*



This golfing program allows you to make backup copies until they're coming out of your ears, but if you misplace the little doo dingy that fits in the back of the machine, your days on the sunny fairways are over!

But don't despair—before you turn on your computer, connect your Datassette recorder, making sure there is no cassette in the machine; press Play before loading Leader Board; and you'll be back on the links as usual.

*Colin J. Adams
Winnipeg, Manitoba
Canada*

Leather Goddesses of Phobos

Get the stool and step in the black holes to be teleported to different areas.

*Eric Kempton
Address Unknown*



To get the blender, put the clothes pin on your nose and lip balm on your lips. Close your eyes, cover your ears with your hands, and kiss the frog.

At the Southern Ice Cap, get the crying robot and wrap your blanket around it. Put it in the basket and leave it on the doorstep of the orphanage. They will take the robot inside and leave the door unlocked. Go inside and get the cotton balls.

*Ken Ruchala
Valley Stream, New York*

Legacy of the Ancients

When you start a new character, immediately find weapon and armor training shops to improve his dexterity and endurance points. (The more character points you have, the harder you are to kill).

Never try to rob a bank in a town if you are weak. (The guards will attack you.)

Healing Herbs can only be purchased and used after you view the

Herb of Life exhibit in the Museum. Museum exhibits are all vital in retrieving the Compendium from the evil Warlord. The Pegasus exhibit helps you ride the winged horse.

The Test, The Four Jewels, and The Pirate's Treasure will help you find the three dungeons in Tarmalon.

Robert Wu
Monterey Park, California



When gambling in Flip-Flop, try to get as much as you can (500 gold pieces maximum), then every time you win, <Q>uit, then <S>peak again. This will sometimes prevent the guards from attacking you because you've won too much.

Upon entering the Fortress, be observant and don't panic. There are ways to get out. The five minute timer is false. It helps to stock up on healing herbs before you enter.

Before entering a dungeon, stock up on Magic Bolts, Lightning spells, and as many healing herbs as you can buy. Always <H>old the healing herbs, so you can easily <U>se them when you need them.

When you are low on coins for the exhibits in the museum, the merchants at Isle City are very generous. But overall, just try to be patient.

Paul Sucgang
Los Angeles, California



If you're having trouble finding coins for the exhibits, try going twice to some of the dungeons. Also when in a dungeon, always examine each hall for hidden traps.

Never carry all your money around with you.

Paul Cioletti
Manassas, Virginia



When you're in the dungeon west of Eagle Hollow, watch out for the Knucklers, Giant Slugs, and Dangers. Instead of fighting it out with them, use either a Magic Flame or a Firebolt; these monsters do severe damage in their own special way.

When you get out of the dungeon with the crown, go to the castle and look for the sceptre. It's behind the door that won't open with the stone key; use the iron key that the caretaker gave you.

After getting the sceptre, go to the caretaker, who will give you a

magic ice. You have to use it when standing in front on the little river that separates the two parts of the castle while you're invisible.

Zi Wang
Kew Gardens, New York



In the castle, there will be a small room with a chest in it. **Do not open this chest!** It will bring you 100 gold pieces, but will also attract guards who are licensed to kill.

Also, stock up on magic spells before entering the castle or any dungeon.

Gabe Meline
Santa Rosa, California



When in the dungeons on Tarmalon, use magic spells to battle these tougher beasts: The Giant Slug eats armor, the Knuckles destroy weapons and the Dangler drains endurance. Use Magic Flames for the first four levels, and Firebolts for levels 5 through 9.

Save your game every level or two. Be sure to save it at the bottom, so if you get killed trying to leave you won't have to return back when restarting. This will also help you gain more treasure, since it will be replaced if you end and restart the game. It also replaces traps, so be sure to Examine for them.

Brian Proefrock
Port Crane, New York



When you get a Topaz Coin, go to the Museum and go to the back of it. There is a native currency exhibit there. Use your Topaz Coin there and you will receive a small fortune.

When you start, go to the Thornberry exhibit and view it by using your Jade Coin. You will receive 300 gold pieces and will be teleported to the town Thornberry. There you can use your money to get some decent weapons, armor, and climbing gear, and you'll still have enough to gamble some off.

In the Castle, there is a small river you are normally unable to cross. To cross it, you must obtain the Magic Ice. Go as close to the river as you can and select "Throw Magic Ice." The river will freeze up and you will be able to cross it.

To receive Magic Ice, you must return to the Information Booth in the Museum and bring the Old Man the Crown and Sceptre. (The Sceptre is on the first level of the Castle). I forgot the whereabouts of the Crown. Sorry.

When you return the Jeweled Crown and the Sceptre to the Care-

taker, he will give you Magic Ice. Magic Ice is use to freeze the River in the Castle so you can cross it and get to the second level of the Castle.

The Iron Key is used to unlock the doors that block the way to the Sceptre in the Castle. The Sceptre is located southwest of the River.

A Sapphire Coin and a Jeweled Crown are located at the bottom of the Pirate's Lair Dungeon. The Sapphire Coin is used to open the Lost Displays, which allow you to go to the Pegasus, the Fest, and the Four Jewels Dungeon. The Jeweled Crown is used the next time you speak to the caretaker—he will give you an Iron Key.

The Seeds are located south of the Tulip in the Castle. When you use them, the Seeds will allow you to be invisible so you may escape. If you attack a Guard or open a Chest while you are invisible, however, the effects of the Seeds will wear off.

The Tulip is on the first floor of the Castle. When you return it to the Fountain exhibit in the Museum, you will receive 15 charm points.

The Stone Key is south of the River in the Castle.

Viewing the Native Currency exhibit at the back of the Museum can be very lucrative.

Peter Liang

Ann Arbor, Michigan



Normally, you can only buy either 100 of the four least expensive spells and 20 of the Kill Flash spells. As you may know, an extra magic spell in the Dungeons can mean the difference between life and death. To get an extra spell, especially the Kill Flash spell, go to the Magic Shop with just enough gold for one spell. If you do this and already have the maximum amount usually allotted, the computer will not flash the message, "You can't buy this many." This process can be slow, but patience is, especially in this case, a virtue.

While traveling through the Wilderness, talk to all Striders, Huggins, Eaton Warriors, Farmers and Shadow Wisps. These weaker creatures usually don't carry much gold, and they might sell you weapons, armour, food, and maybe even museum spells often at a discount price.

Another life-saving tip—while walking through mountain terrain, try to disengage from all Mammoth Screecher attacks. Because of their immense strength, they can easily kill weaker characters.

Matthew Webster

Keymar, Maryland



Try to get at least one of each weapon. Superb Knives inflict more damage than a Superb Bladed Staff against a Thrust Creeper. Superb Clubs work best against Slash Nettles. In Dungeons, the most handy

weapons are Spells. Usually, Magic Flame will do the trick. If that doesn't work, use Firebolt. If you use a Superb Bladed Staff, watch out, because some monsters will destroy it.

In the Wilderness, friendly monsters will usually give you a good deal. If a friendly monster offers you more food for less money, buy it.

Min Park
Munster, Indiana



If you would like to rob a store, the easiest way to do it is go to the merchant and press "F" for fight; kill the merchant, then press "R" for rob. After you finish, press "L" to leave. If you are robbing a food store, do the same as above but press "R" repeatedly until it says "There Is No More"; then press "L" to leave. Never rob the bank if you need money, rob the Lending Association—it yields the same amount of money, but the guards don't go after you. If you are powerful enough, rob the Mints; the reward is great!

The Tulip for the Fountain Exhibit is in the back of the Castle. When you get it out, take it back to the fountain exhibit and you will get a nice reward.

Before you rescue the Wizard imprisoned in Baron Kent's castle, you must first see the Guardian exhibit to learn the Password.

The Healer in the town of Eagles Hollow is the secret agent of the Guardians of the Scrolls. Find him and he will give you the Ruby Coin to help you get into the Four Jewels Dungeon (if you already met the imprisoned Wizard).

The real passage from the third level of the Four Jewels Dungeon to the fourth level is in a dead end. So, ignore all the other floorholes you find or you will be walking in circles.

Contributor Unknown



When in the Spiral Room, do not step on the gray line. Stay on the blue line and you will get a Copper Key.

John McDaniel
Norfolk, Virginia



In Blackjack, press the space bar when the dealer is laying down the cards. This will make the cards appear really fast and the dealer won't have time to cheat. This works better with newer characters (those under approximately 1,000 days old), but will work with anyone. Towns in which the gambling is usually profitable work best. Be sure to

leave the town and come back again about every 1,500 gold pieces you win, or else the guards will come after you.

*Jonathan Maxwell
Richmond, Virginia*



To get out of the Galactic Museum when you first start the game, face the door, hold the Gold Armband, and then use the Gold Armband. At every town, go to the Foodstore and buy any amount of food. The merchant should ask you if you would like to earn some money, if he doesn't, exit the town and try again. Say YES, and he will tell you to deliver some mail to a nearby town. This is an easy way to earn 95 to 115 gold pieces.

If you don't know how to do the Stone of Wisdom, don't do it, as it is an easy way to lose all of your Turquoise Coins and all of your Intelligence Points.

The Pirates Cove is to the west of Eagle Hollow.

Only the four Jewels can destroy the Compendium.

*Steven Gabaris
Flushing, New York*



It is best to close down the gambling house and then rob the town. Of course, you must first be strong enough to loot it. Level 2, or higher, is good enough, but if you are not there you should have at least 50 Firebolts and Magic Flames.

If you are not ready but want to rob the town anyway, go up to a Merchant and kill him, but do not move. Then select the Rob option. Next, without moving, exit the town by choosing the Leave option. You won't be caught, and you will be able to return without being chased out.

If your Healing Herbs don't give enough hit points, go back to the Herb of Life exhibit with a Topaz Coin. Examine it, then use the Coin. Eat from it again and the Herbs will restore even more hit points, but, as your level increases so will the price of the Herbs. Even though they cost more, they are still worth the price. You can still buy the cheapest ones at Mazelton.

*Allen Morano
Barstow, California*



You'll need to get two Sapphires from the Pirate's Lair; one for Lost Displays and one for the Test for Knights. You'd better be prepared

before using the second exhibit, though—you get immediately teleported to a dungeon, whether you want to go or not.

Keep a knife, since they're useful against Thrust Creepers. There is a secret passage that goes around the Castle Gas Trap. Healers are the Guardians of Scroll. The head Guardian is at Eagle Hollow. When you see him, he'll give you a Ruby.

Be sure to have extra weapons and Armor when exploring Dungeons. There are some monsters that would find your equipment delicious enough to snack on, and it's no fun being in the middle of a Dungeon without even a shirt to protect you.

Peter Pak
Address Unknown

The Legend of Blacksilver

Here's how to get past the rockslide in the castle: Go to King Durek's castle and talk to the prince. When he says what his treasure is, search all the chests you can get at, using the small key to open doors to find more chests.

When you find the Blue Gem, make sure you have at least 100 gold pieces, then exit the castle. Go to the Owl Temple on the other side of Crescent Lake, talk to the priest at the altar, and make a donation that leaves you with 100 gold pieces.

The priest will ask if you want the Archives opened for 100 gold pieces; answer yes. Climb down the stairway that appears in the temple's center aisle, then walk around the archives until you find the Singing Crystal Exhibit. Use your Blue Gem to get the Singing Crystal. Exit the Archives, return to the Castle, and open the door to the Inner Sanctum. When you get to the rubble, just use the Singing Crystal.

Once you've cleared the landslide, the crystal will melt. Kill some Orcs to free the Wizard.

Marty Kucharuk
Jewett City, Connecticut



To increase your hit points to the maximum of 200, go to any of the temples. When the priest asks if you would like to make a tribute, offer the same number of gold pieces as the number of hit points you need. It works every time.

The Tongue of Flame magic spells are good investments, costing only 25 gold pieces and will pay for themselves in no time if you use them to kill monsters.

King Dureck's Castle is by the ocean, south of the Iron Forge. At the Metal Works display, use the blue gem that you found at Dureck's Castle. Then buy an Armor Enhancement spell and cast it on your armor.

*Tommy Dyer
Jacksboro, Texas*

Leisure Suit Larry

When you start this game, buy a whiskey and head toward the bathroom. Give your whiskey to the bum you find there; he'll give you a remote control in return. Go into the bathroom and read the walls until you see the words "The password is: Ken sent me."

Later in the game, you'll confront a pimp who wants \$100. Take out your trusty remote, using it to switch TV channels until the pimp likes one of the programs. He'll move out of your way and you won't have to pay any money.

Money is important in this game, but hard to win in the casinos. Whenever you win some, save the game, because it is very easy to lose.

*Craig S. Robbins
Address Unknown*



In the bathroom in Lefty's Bar, examine the sink carefully. You might find something useful. Use your password when you knock on the red door with the peephole.

In the casino, examine the ashtray to find a pass to the disco. Meet Fawn in the disco and dance with her. By the way, Fawn likes diamonds, among other things.

When gambling, save your position as you first sit down to play, then change the bet to \$20. If you lose, reload your position and try again.

Just for fun, go to the casino's lounge and listen to the live comedian's act. Some of his jokes are absolutely hilarious! It's also fun to knock on doors in the casino. Try doors on different floors, and try knocking on the same door several times.

*Daniel C. Pryor
Phillipsville, California*

LeMans

Keep your car on the left part of the street and you won't hit any other cars.

Roberto R. Gonzalez
Nuevo Leon, Mexico

Light Force

To get 100 lives, load the Commodore version of Light Force and use your reset button to reset the computer. Then enter these lines:

```
POKE 11547,100  
SYS 6713
```

Mauricio de Brito Maciel
Rio De Janeiro, Brazil

Little Computer People

Use this program **only** on a backup disk of the Commodore version. To learn the complete vocabulary of this program, load the program from a backup disk, then press your reset button. Now enter and run this program:

```
10 REM THIS SHOWS LITTLE COMPUTER PEOPLE  
   VOCABULARY  
20 REM RUN IT *ONLY* ON A BACKUP COPY OF  
   YOUR DISK  
30 FOR A=49721 TO 51545:B=PEEK(A)  
40 IF B=33 OR B=64 OR B=128 THEN B=44  
50 IF B<>44 OR C<>44 THEN PRINT CHR$(B);  
   :C=B  
60 NEXT
```

Bobby Anastario
Bethpage, Tennessee

Lode Runner

Press CTRL F for unlimited lives. Do it before you start level 1.

Eric Chan
Dallas, Texas



Having trouble passing the various levels? Tired of losing men needlessly on one particular screen? To advance to the next level of play, just press Shifted U, and all your problems will be solved!

*Timothy Schmidt
New Iberia, Louisiana*



For the people who think Lode Runner is the most impossible game these Commodore POKEs will come in handy:

POKE 2966,234 for unlimited lives.

POKE 2958,230 for more points at the end of the level.

As with all POKEs, you should use them after loading the program, but before running it.

*Brent Archibald
Donvale, Victoria
Australia*

Lode Runner III

Hold down Commodore F and you can get up to 256 guys, or hold down Commodore U and you can move to the next level.

*Tom Eddy
Streetsboro, Ohio*

Lords of Conquest

When choosing countries, take the ones with the riches. This will help you buy weapons, cities and boats.

*Matt Jylha
Address Unknown*

Lunar Leeper

You can change levels quickly by pressing F7 and a number 0-7.

*Omar Salinas
Address Unknown*

The Lurking Horror

When you're in the computer room, look at the hacker and get his keys. To get past the floor waxer, do this:

Mail Order Monsters

- Get container
- Break glass
- Get fire axe
- Chop power cord with axe
- Dump container on floor

Use the forklift in the basement to clear a passageway through the junk.

*Michael Sundry
Dayton, Ohio*



To get past the professor and enter the lab, you must first show him the suicide note. Then go south to get into the lab. Getting out is not as easy.

*Shawn Salvant
Pass Christian, Mississippi*

Mail Order Monsters

To make your Morph as powerful as you want and to get as many Psychons as you want, select Two Player and Tournament modes. Then pick your regular owner for player one. When player two (the ghost owner) has to pick the owner, make a new owner on your owner's disk. Pick the right stuff for both owners. (Do not pick the No Surrender option). Then when you finally get to the battleground, make the ghost owner surrender continuously. The more battles you pick, the more Victory Points and Psychons you will have.

*Omar Khan
Petersburg, Virginia*



For a Morph that can destroy Morphs at intermediate level, select a Lyonbear with these traits: Armor-4, Strength-4, Speed-7, Life-130, and Mind-\$. These traits will cost 360 Psychons. Finally, get a Grenade with 100 Rounds, which will cost 160 Psychons.

*Tony Heyden
Address Unknown*



When you've lost a battle in the Tournament and the computer asks you to insert the Owner's Disk, just power down instead. You won't lose any Psychons or weapons.

Chih Chiang
Salisbury, Maryland



Isn't it unfair how you only get \$250 at the Tournament level? To increase your cash, use the two-player mode. Buy whatever you like for your own Morph, but for the second player, buy something with very few hit points. Then blow it away a few times to get more money.

Robert Grzesek
Diamond Bar, California



Take your monster to the Weapons Shop and if you don't have an E-Pack, buy one for 50 Psychons. Sell your E-Pack at the shop, and you'll get 73 Psychons for it! This slick trick only works once per monster.

Ben Gold
Berkeley, California



To find the password for any owner on your disk, just LOAD "owner name",8 then LIST. It's as simple as that.

Jeromie Carr
Pine, Colorado

Maniac Mansion

To get the key to the outer door, use the tools on the grating behind the bushes outside. Then have one of the kids stand beside the swimming pool ladder. Have another go into the now open grating, and turn on the water valve, causing the pool to drain. Have the kid by the pool climb down the ladder and into the pool. Hurry back out and have another kid turn off the water valve so there won't be a meltdown.

Try having Bernard fix the phone downstairs with the tools. Then call Nurse Edna with the phone number by Ted in the upstairs bathroom. This will keep you from her while she is on the phone. You will also have a great tip on making prank phone calls.

In Weird Ed's room, there are a couple of helpful things that can be done. First, Weird Ed hid his father's card key under his beloved hamster. You have to pick up the hamster to get it. Second, if you open

the piggy bank you can get at Weird Ed's dimes. Be sure Weird Ed is not in the room when you do either of these.

To get out of the dungeon without the rusty key, push the loose brick under the barred window on the left. Be sure to have someone by the door ready to run out. It is easier to do this if you use the F1, F2, and F3 keys to switch between kids.

Aaron Maupin
Fresno, Ohio



To fix the wires, you must have the tools and one guy at the fuse box to turn the power on and off. Use the flashlight to see the wires. (Without the flashlight, forget it.) Shine the flashlight on the wires and have Bernard fix them with the tools.

Now, Dr. Fred will play the video game Meteor Mess. Wait until Dr. Fred finishes playing, then look at the high score, which will be the combination to the inner door.

To lower the water in the swimming pool, you must first use the weightlifting machine to get strong. Then go outside and say "Open Bushes" (on the left-hand side of the house). The bushes will open, revealing a grating. Say, "Open Grating," and if you have used the weightlifting machine, it will open.

Go into and past the grate, and you will come to a water valve. Have one guy at the valve, and one at the pool. Say, "Turn on Water," switch to the guy at the pool, and have him go down and pick up the key and radio. Hurry, because lowering the pool water sets off the nuclear reactor. After you get the radio and the key, go up and get away from the pool. Then go back to the guy at the valve, and say, "Turn Off Valve."

To get the key in Nurse Edna's room, you must have two guys at her door. Open the door and let one guy in. Edna will say her thing. Now get out of her room and run a little away. She will take the other guy at the door instead. While Edna puts him in the dungeon, send the other guy in her room to get the key. Although you will get caught by her in her room, you will have succeeded in getting the key.

Contributor Unknown



Have any player who goes into the room with the playboy calendar and the miss mummy poster use the Hunk-o-Matic exercise machine. Then when you go to the garage, you can pick up the garage door right away.

Omar Salinas
Taft, Texas



To get the man eating plant to grow, get the jar on the shelf before the pool area. Use the jar to get water from the pool (the pool is radioactive). Give the jar with the pool water to the plant, then give the plant the can of Pepsi.

To get the developer that falls through the grate, you must go under the house. Do this by going outside to the grate, to the left. To open the grate, use the Hunk-O-Matic machines or the tools.

Tim Krevter
Address Unknown



When you go to the door next to the grandfather clock, always leave it open. When you go into the kitchen and nurse Edna sees you, walk forward and keep pressing your button until you get to the open doorway. Then you are safe and can go back in, and Edna won't be there.

Christian Szabo
Address Unknown



An easy way to get past the green tentacle is to get the wax fruit from the drawing room. (It's at the top of the stairs to the left). Then get the fruit drinks from the pantry and away you go. Be sure to give him the wax fruit **first**.

Christopher Thompson
Simpson, Louisiana



If you need to get out of the dungeon, have two men or women in there, put one by the door on the right and the other by the upper right of the skeleton. Have that person examine the wall to the upper right of the skeleton with the WHAT IS statement and find the loose brick. Push in the brick, switch to the other person in the dungeon, and walk through the now-open door.

Having trouble with the man eating plant upstairs? Just get some of the pool water in the jar. Give it to the plant, then give it the Pepsi. Leave and return, and climb the plant! Cool, huh?

Have you ever noticed that rusty key up on the chandelier in the living room? To get it, get the blank tape in the library. (It's in the loose panel to the very right.) Take it upstairs to the tape recorder and put it in. Get the old record on the stereo and turn on the recorder. Play the record on the victrola for a while. Stop the recorder and get the tape.

Take it downstairs to the living room and play it in the player under the old radio. Earth shattering, wasn't it!?

Patrick Presnell
Address Unknown



To open the garage door, you must go upstairs and use the Hunk-O-Matic machine. Then go downstairs and open the garage. You will see a car. If you want to open the trunk, you must get the yellow key in the green tentacle's room. The tools can be used to fix the phone in the library, but you must use a certain teenager to fix it.

Billy Freedman
Glendale, New York



Always bring Bernard into the house with you. He knows about electronics and can be very useful. First, have him open the old-fashioned radio and take out the tube. If you can open the outer door in the Dungeon, have Bernard put the tube in the tube socket in the radio in the green tentacle's room. Use the radio and enter the number 1977. The Meteor Police will answer and come to the Mansion.

I wish I could tell you how to open the door in the Dungeon, but I haven't figured it out how yet.

If you pull the gargoyle on the right side on the bottom of the stairs, the door without a handle will open. Have a different character walk through it. Turn on the light and walk to the left to get the key. If you turn off the circuit breakers, be sure to turn them back on after the cut scene or the house will be destroyed in a nuclear meltdown.

Jason Allen
Boulder, Colorado



When you get the envelope from the safe, there's a better way to open it. Get a jar of water and put it and the envelope into the microwave oven in the Kitchen. Turn on the microwave. Remove everything when it stops, and notice how easy it is to open the envelope. You'll even be able to re-use it.

Gerry Tablada
New Carrollton, Maryland

Marble Madness

In all levels with the black computer marble, he'll usually knock you

off along with himself. But if you escape, and you are desperate enough for 1,000 points, waste a few seconds for those points. Good Luck!

Tom Heydon
Address Unknown



At the sixth or seventh level, gravity will force you to go uphill. Go to the top where you can see a green marble and a black one. If you want to lose quickly, hit the black marble. If you want to get extra time, run into the green one.

Tim Sparks
Minford, Ohio



To get an edge on your opponent on level 3, hold the joystick in the southeast position for the marble on the left, and southwest for the marble on the right. Hold the button down at the same time and you'll jump to the middle of the platform, which is a lot easier than navigating the normal route.

Mike Boone
West Chester, Ohio



If you want to increase your scores, play with a friend (not against a friend, with a friend) as follows:

You might have noticed that when playing in the one-player mode, both joysticks/trackballs can control the ball. An annoying bug, right? Wrong. Put it to your use—two people can play the same ball, simultaneously. Be sure to have both joysticks/trackballs plugged in, and push the “1” key or a fire button.

Both of you can help control the ball, and best of all, if both of you can use the “turbo” option (fire button), it will add enough power to knock the “steekie” backwards in his tracks! Also, it will add enough power to whiz past the Vacuum Nozzles with no deflection at all.

Scores of well over 24,000 points are easily attained with this method, and the sixth frame easily reached. Even the difficult fifth frame is not nearly as much of a problem.

David A. Butcher & Alan Able
Cleveland, Tennessee

Mario Bros.

As far as I can tell, there is no Commodore version of Mario Bros. Nevertheless, people send Mario Bros. tips to Commodore Magazine.

The Mars Saga

Are these tips fool's gold? Or are they another metal found mixed in with the golden ore? Is somebody salting our mine? Nobody knows for sure, but still we're printing the tips.

Lou Sander



These four spots are safe from all but the green zaps that shoot across the screen: behind the intakes at the bottom of the screen, and on the second platform from the top.

Here's a trick to try when one of the brothers stands under the middle of the hole at the top of the screen after theother has died. When the other brother appears at the top and drops down, he will bounce off the lower brother's head. If the lower brother jumps at this time, the dropping one will travel much further.

Robert Earle Perkins
Address Unknown



If you are playing with two players, have one person on each side so nothing can get by. Your games will last longer if you do this.

Tom Goss
Olympia, Washington



Here's how to destroy the green fireball on the higher levels of a two-player game: Wait until the fireball is touching the ground, then jump and hit the ceiling beneath it.

Brian Metcalf
Sandy Hook, Connecticut

The Mars Saga

When wandering around the planet's surface, you might encounter a group of Nomads who will give you a Finder. When you are southwest of the first city and the Finder doesn't blink for a long time, examine the area and you'll find the entrance to hidden caverns.

Frank Goodale
Westland, Michigan

Master of Lamps

If you watch the place where the gates appear, and keep it in front of

your man, you should make it through all of the gates.

*Jamie Talton
Wetumpka, Alabama*

Master of Magic

To kill the Vampire, you need the Wooden Dagger, which you will find on a defeated enemy's body. He will be on the large, open level. Just move around and kill creatures until you find him.

*Michael Denman
Katy, Texas*

Master Ninja

This chain of moves will beat any regular opponent. (The "irregulars" are the archer, fast Shurikon star thrower, blowgun man, tiger, and the evil priest.) Get within close striking distance, but not near the border. Roll past your opponent then use a backward kick on him. Repeat until he's dead.

Kill the tiger with a knife. Kill the blowgun men and archers with Shurikens.

When you come to a fork in the road, go left.

*Russ J. LeBar
Doniphan, Missouri*

Maxwell Manor

On level 93 you can receive all three weapons (the sword, gun, and shield) on the road.

*Mike Cramer
Redding, California*



Stand on the fireplace in the living room and wait until an arrow flies at you. Catch it with your shield, and you'll make about 500 points in five minutes.

Contributor Unknown

Mercenary: Escape From Targ

To get enough money for the Hertz stellar ship, sell your gun, energy crystal, and large box. Also, sell your neutron fuel, since it is too heavy

Mercenary: The Second City

and you need the anti-grav to pick it up. Sell these items to the Mechanoids because they offer more money.

Then go to the orbital complex and give them the Mechanoid from the Briefing Room, the 15939 Supply, catering provisions, gold, and medical supplies. You now have enough money to win the game.

*Jason Landkamer
Broken Arrow, Oklahoma*

Mercenary: The Second City

If you go to location 08,01 and don't know how to get in, just press E. To get out of your jet, press L. To take your medical supplies or a key, press T. To get back into a jet, press B.

*Alex Bartonek
Floresville, Texas*

Miami Vice

This game comes with a fast boot called Super Dos 2.0. You can use this fast loader with other programs by loading it by itself.

*Denis Burke
Ballston Lake, New York*

Mickey's Space Adventure

Be sure to go to your house and find all the objects before going into the Spaceship. Without the objects, you won't be able to get all nine Crystals.

*Nelson Yung
Winnipeg, Manitoba*

Micro League Baseball

When the computer pitches out, you should steal, or hit and run on the next pitch—the computer never pitches out twice in a row. Also, when there's a man on first or second with 12 or fewer stolen bases, always press 2. Pressing 1 will almost always get him thrown out.

*Joe Doktorczyk
San Pedro, California*

Micro League WWF Wrestling

To get your move off, wait for someone else to do his, then press the button as fast as you can.

*Ernie Deahyne
Upper Montclair, New Jersey*



If you are savage like you should be, go for a double axe handle for your first move. It works 7 out of 10 times.

Contributor Unknown

Might and Magic

You'll need a pass to see the King, try C-1, 5-7. The man playing his pipe knows the answer to the Lion's Riddle. Don't trust the Winged Beast.

*Lance Gater
Trenton, New Jersey*



The Wizard Agar is behind a secret passage in the Inn at the town of Erliquim. Telgoram is in the southeast corner of the Maze in Dusk. The code to turn off the Dancing Lights is Y1CU2ME3.

*Robert Mikre
Upper Montclair, New Jersey*



The Wand of Fire, Lightning Wand, and the Scroll of Fire must be used on monsters, not in hand-to-hand combat. Otherwise, your men will be burned for points. Don't attempt to cross the Desert without your maximum number of Food Units. Each time you move in the Desert, one Food Unit is lost. If you run out of food, your men start losing hit points.

*Brian Stephens
Address Unknown*

Mikie

When you are in the hallways, open the doors. Sometimes you can get 1,000 points. If you don't get the points, however, you can be stunned and caught.

*Moody Ela
Philadelphia, Pennsylvania*



On the first screen, position Mikie so he's pushing against the front of the teacher's desk and facing the blackboard. Shout three times, and you'll receive 1,000 points.

On the second and third screens, shout three times at the middle of the top wall. On the fourth screen, shout three times at the left speaker.

Jason Young
Waterville, Ohio

Mindshadow

To escape the Island, you must find some Straw and Metal, plus a Vine and a Shell. Go to the cliff and drop everything except the Vine. Tie the vine to the rock and climb down to the Cave. Dig for the Map and Rock and take them. Climb back up and get all the items you dropped.

Go to the Hut and read the map. Follow the map, and you will find a chest with a bottle of rum in it. Take the rum and reverse the map directions, going to the place at which you awoke. Drop Straw and Bang Metal With Rock.

The ship's captain will want something—give him the rum. On the boat, get the canvas, hit the man in the crews quarters and go south. In the galley, take the meat cleaver and use it to cut the anchor chain. When the boat stops, do not go near the captain! Walk off the plank and onto the Royal Navy ship.

Take the sleeping man's hat and money. Buy a fishing pole and fish at the pier. Read the paper and think Arcman. Go to the cafe and give her the hat. At the bar, examine your drink instead of drinking it. Follow the man into the bathroom. Think about the Tycoon. On your way out, take and examine your hat. In the store say "Chandralt." Take the passport, go to the airport, and hop onto your plane.

Search the woods until you find a screen with two trees. Dig for the slip with the account number on it, then go to the bank and type in your number. Open your box and take the gun. Go to the hotel to room 207 and shoot the man. Take the message and examine it. Think William and complete the game.

Justin Stephenson
Evansville, Indiana



If the game doesn't end after you kill Jared, go to your hotel room and type Think Tycoon, Think Bob Masters, Think Arcman, Think William, and Think Jared. Be sure to press Return after each selection.

The explanation screen should then appear, ending the game.

Cory Moore
Westlock, Alberta
Canada



To get off the island, find the rock (in the cave), the steel (on the dory), and some straw (in the hut). Then type STRIKE ROCK ON STEEL. A spark will ignite the straw, calling a ship to rescue you. To board the ship, you need the contents of what you found in the chest.

Jeff Miller
Evans, Georgia

Miner 2049'er

The easiest way to advance to the next level is by holding down the fire button. You can also hold down the space bar and wait for about four seconds.

Brian Waggoner
Address Unknown



For an unlimited number of lives, load the Commodore version of the program, but before running it, enter:

POKE 9450,173 : POKE 2652,165 : POKE 2471,255

Lil Willard
Marietta, Ohio



You can change levels very easily if you keep the fire button depressed for about seven seconds at the beginning of the screen.

Hernan Popper
Buenos Aires, Argentina



For any number of lives N (from 0 to 255), enter this after loading the Commodore version of the game:

POKE 33127,N

SYS 64738

Juan J. Rodriguez
Abington, Pennsylvania

Mini-Putt

To get past moving objects like the elephant trunk, place the cursor where desired. If you're on another screen, hit the space bar to go to the screen where your ball is.

When you start your screen and the meter gets to the center line, push and hold the button, wait for the elephant trunk to move out of the way, then release. The ball should go past the trunk to put you in a good position.

Dan Vocke
Address Unknown

MISL Soccer

Here's how to stockpile trading points. At the end of the season, before starting the new year, save the game. Keep saving it to get extra trading points; you get more each time you save it.

On the negative side, the players will age a year each time you save the game. I only do it when I want to stockpile the maximum of 9,999 trading points.

You can also save trading points by saving the team to disk after a trade. This way you won't lose trading points or arbitration. If the trade is unsuccessful, turn off the computer and reboot.

Eric Owens
Watertown, New York

Missile Finder

During the end of the boost phase you can find missiles easily. Call up the EML in the sector where you use the OLR, if you have not destroyed the missiles you can use this method. Go to the right of the screen. This ensures you don't get hit by the attack rockets. Fire a laser across the screen. If the laser goes down, the missiles should be down, if it goes up they should be up.

When using the FEI, EML, or NPB, always stay to the right so you don't get hit by an attack rocket.

Gerry Tablada
Address Unknown

Mission Elevator

After getting the first key from the reception, examine doors until you find the Porter. He'll give you a second key. Go to the white emergency

doors and you will be able to open them. This procedure repeats with every level.

For more points, look behind paintings to find money. If you like betting, find the table, bet \$500, pick the number four, wait five seconds, and press the fire button. You will win every time.

*Eric Egenhoefer
New Berlin, Wisconsin*



When you play dice at the table, choose two for your number. When you're ready to roll the dice, press the button long and hard. Keep it up and you'll get lots of points.

*Chris Bringham
Middleboro, Massachusetts*

Moebius

Assassins, Palace Guards, and Overlords can be defeated easily with the low kick. Evil Monks must be high-kicked to win.

It's a good idea to have maximum food and water before entering the next realm.

Make a backup of your disk. If you change realms and die in the next one, your previous save will be terminated, and you'll have to start over.

*Brad Dittmer
Beshler, Nebraska*



Do not attempt to engage in combat with a Renegade Monk, as they are very hard to destroy. Cast Ventriloquism and Swing at him for the kill.

The captive Good Monk is across the bridge on the East side of the Castle. If you have him follow you to the shrine, he will bless your sword and give you another life.

*Alex Vermeychuk
Newark, Delaware*



Always get your charms blessed by a Good Monk before you go to the next plane.

On the Plane of Air, listen for the Minstrel playing his tune. When you hear it, activate a paralysis charm and find him. Go to him as if to communicate, then stop magic and communicate with him. If you have the Amulet on the first time you do this, you get the Werecharm, resto-

Monopoly

ration of your body and mind, and some experience. After that, or if you aren't wearing the Amulet, you just get the restorations and the experience.

When traveling outside, always have your sword equipped, but listen for sinister chanting. If you hear it, keep a sharp eye out for an evil monk. When you see him, be careful. Put your sword away before fighting him, especially if the sword has been blessed.

Stephen E. Mynhier
Mauldin, South Carolina

Monopoly

To give or receive cash when two players are working together, select the Trade option. Use the Quit option within the Trade option to select no property for either player. Then enter an amount after the Cash Amount prompt.

Gene Letellier
Address Unknown



If the computer keeps bugging you with a trade you don't want to make, hold the joystick to the right while it prints the properties across the bottom of the screen. As soon as it finishes, the cursor will be moving across the top again, but it will not have been able to ask for the trade.

There are some advantages to playing a short game, even if you want to play it all. Select nine hours, and you'll be dealt two properties to begin with. Also, it will only take four houses to get a hotel.

Scott W.
Address Unknown

Montezuma's Revenge

To play through the whole game in slow motion, hold the space bar down.

Contributor Unknown



If you lose all your lives on the first level, just push the fire button. You'll receive five extra lives, and any treasures you had will still be in your inventory. You can only do this once, and only on the first level.

Cliff Wall
Mulberry, Arkansas



If you want extra lives, here's how to get them. Starting at the first screen, go down and get the key. Open the door to the right. Jump the snake and get the shields; go down, and hop over the fire pit to the left. Go down the stairs. Hop over the fire to the right, go down and die on the skull.

You will appear on the ladder, which you should go down. Get the shields at the bottom. Go up to the next screen, then return to the screen below it. Get the two extra shields that are there, and collect the 2,000 points. Do this five times, and you'll have the 10,000 points it takes to get an extra life.

Don't stop at filling the life/object box, because it will overflow into the score box. When that is full, you won't see the points but the computer will remember them.

*Tim Van Tongeren
Temple City, California*

Moon Patrol

If you press the space bar, this game will pause until you press it again or press the fire button. Don't be alarmed if the screen changes color while on a pause—it will return to its normal color when play resumes.

*Michael Saunders
Las Vegas, Nevada*

Mothership

On the first level, fire at a ship and move all over the screen. Don't stop moving until you can see whether the enemy is going to fire.

*Andrew Fairley
Seattle, Washington*

Motor Mania

When you first start out, go to the left of the intersection, proceeding until you can't see yourself (be sure not to go too far). Go full speed without moving the joystick left or right, and you'll pass everything, even rocks, cars, ambulances, etc.

*Brett Caldwell & Chris Walsh
Mesa, Arizona*

The Movie Monster Game

When destroying a Landmark, it's easier to play in a city that has only a few Landmarks. In San Francisco, it's usually the Golden Gate Bridge. In Paris, it's often the Eiffel Tower.

If you're playing with a slow monster, try to stay away from the water. There are a lot of boats there to shoot you, and if you're slow, it's hard to catch them. Also, don't use slow monsters on Escape, because there are a lot of tanks, jeeps, helicopters and planes. Sphectra is good for this, because she can get out of there fast, especially with the use of her Sonic Scream.

*Billy Fraser
Demariscotta, Maine*



Use Glog the most, because he does more damage than any other character. His screams stop anything in range. When using him, just touch a building and walk away. It will fall down in a few seconds, saving you time and endurance.

*James Cordero
Address Unknown*

Ms. Pac-Man

After the Commodore version of the game loads, use your reset button and enter the following lines:

POKE 38498,173

SYS 64738

You'll start the game with endless lives.

*Paul McDonell
Vancouver, British Columbia
Canada*

M.U.L.E.

In a two player game at tournament level, you and a friend can strip money from the computer players. If the price of Crystite is low and the computer players are rich, they are likely to bid for it. If you have any Crystite, become a seller and have your friend become a buyer. Get your friend to bid up to about \$400, then have him move back down. When

Murder on the Mississippi

he starts moving, move down with him and sell to the other players, who will be bidding about \$300.

Quoc Nguyen
Tacoma, Washington



When playing on a standard level, it's best to be a Packer. Packers can set up food production that will be very prosperous if a fire occurs. If you come out lucky enough, you will be the only one producing adequate amounts of food at the time, and can therefore charge almost any price. I recommend a maximum of 250 money units.

Choose plots of land closest to the auction market, because they usually produce the most. Quickly finish anything you might have to do with your mules, then go gambling. Because you have more time, you should get a little more money.

Blaine Campbell
Spruce Grove, Alberta
Canada

Murder on the Mississippi

Both Henry and the judge know the victim.

Alex MacNeil
Glace Bay, Nova Scotia
Canada



To save trouble, go down and ask for the keys from Henry, the crew member mechanic. Tell him to follow you and have him open all the doors that are locked. Each time he opens one, close it right away by pushing the joystick. Now you won't have to bug Henry for the keys.

Ron Tolentino
Naperville, Illinois



The people are found in rooms 12-8-9-23-20-15. The clues are found in rooms 27-20-25-1-16-15.

When Regis says there's something on the rail on one side of the ship, it can be grabbed by going to the steam engine room and getting the gaff pole from Henry.

I've found eight objects in all rooms. The key opens the red gun box. Be careful because some rooms have traps, such as a hole on the

NBA Basketball

floor. After finding the bullet, push down after entering because a knife is thrown to you.

Contributor Unknown

NBA Basketball

Need good shooting and an aggressive team? Choose the 1965-66 Philadelphia 76er's and substitute Chamberlain for every position. With Chamberlain at every spot, you're sure to win.

*Doug Hala
Toledo, Iowa*



When choosing your offensive play, choose either Point Guard, then pick Shoot, then Drive, and Shoot. He will either make it, or draw a foul, or both.

*Tony Scarlato
Toledo, Ohio*

Neuromancer

When you first begin the game, sell all of your body parts. You can still live and play fine without them. Keep checking in at Gentleman Loser's Bar, since the girl is always told to give you things. The only way to know is to use Pax and read the bulletin board.

*Phil Greco
Address Unknown*



You can obtain 50,000 credits from Armitage and Bank of Geimeinshaft and Hosaka Corp. You do not need a Cyberspace deck to obtain it. Use PAX to get 10,000 credits from Armitage.

You should save the game often, particularly once you have started exploration of cyberspace and have obtained skill increases and software.

*Robert Unglaub
West Lafayette, Indiana*

Night Mission Pinball

Go into the Fix mode and select the Easy Multi-Ball option. Then when you start the game, pull the bumper all the way down then up one notch. When you release the ball it will go up and across, and stay in

the chute. Another ball will appear, and you can go again. You can have up to four balls.

*Matt Sanderson
Pocatello, Idaho*

Nine Princes in Amber

After completion of pattern, Imagine Eric. Upon arrival, use the rose pin on your suit to pick the lock of the case.

When in Dworkin's study, do not insult him. Try imagining the lighthouse in Capkia (stare at painting).

*Noam Rubinstein
Hastings, New York*



After much frustration, I decided to use a sector editor on this game. I found a wealth of information on almost every sector that was written to. I still haven't found the best of the over 40 possible endings, but I have come much closer by using the information I found with my sector editor.

*Chris Harrison
Morgantown, West Virginia*

Ninja

To get a lot of extra points, play the game as you normally would, until you reach Akuma's chamber. Once inside, collect the idol and move toward the wall. You will notice that you can walk through the wall. After exiting, watch your score increase infinitely. This does not occur 100 percent of the time, so don't be discouraged if it doesn't work on the first try.

*Myron Brown
Craigsville, West Virginia*



To get a lot of extra points, keep going into the Akuma's Chambers, but don't use weapons. When you don't think you can get any more men, go down to Torii By The Sea.

*Todd Gunnerson
Canaan, New Hampshire*



To score well in this game, all you need to do is keep throwing the crosses and throwing stars at your opponent. Sooner or later, he'll die.

Nodes of Yesod

If you run out of these weapons, just pick them up and use them again. But be careful that your opponent doesn't injure you when you're picking them up.

Also, conserve the statues that give you power. You should use them only when your power is low.

Craig Hintz
Cedarburg, Wisconsin

Nodes of Yesod

This game should be mapped on a 16 (west-east) by 15 (north-south) grid. One screen should equal one square on the paper.

Shukri Berisha
Address Unknown

Odin

On level four of this game downloaded from Quantum Link, keep a close watch under yourself. The ships can appear from there.

Contributor Unknown

Ogre

For the best defense, buy all the GEV's you can get. Dart in and out, targeting the Ogre's main batteries and treads. As the Ogre slows down due to lack of treads, it won't have any weapons with sufficient range to hit your GEV's. You should be able to take it out before it gets to your command post. Sure, it can still use its missiles, but those are only one-shot weapons and so are not a high priority.

Michael Denman
Katy, Texas

On Court Tennis

In the manual it says that you have to empty the cartridge port. But I have found that Fastload works perfectly, and it loads the program at an amazing speed.

Cory Moore
Westlock, Alberta
Canada

On-Track

Here's a list of the fastest drivers for each track:

Monaco - A.J.

Watkins Glen - Mario

Road America - A.J.

Sebring - Mario

Daytona Speedway - Parnelli

Gamestar U.S.A. - Parnelli

Brand's Hatch - A.J.

Mosport - Mario

*Benjamin Hardekopf
Camp Lejeune, North Carolina*

One Man and His Droid

The passwords Commodore and Bubble will start you on the second level.

*Jeremy Hubble
Belton, Texas*



The password for level 9 is ECTOPLASM.

*Brent Hymel
Ponchatoula, Louisiana*

One-On-One

On any level, when the computer player brings in the ball, he usually goes toward the right. Try to get in front of him, preventing him from moving forward. While you have him contained, quickly start pressing your button which will hopefully allow you to steal the ball. If he shoots the ball, also start pressing your button in an attempt to block the shot. If you succeed in the steal or the block, quickly turn and drive down the lane for a slam. This play doesn't always work, and you could get called for hacking or reaching in, but it does help in opening up a close game. If done right you'll be dunking, and hopefully, breaking the backboard.

The F3 key controls the audio part of the game. To delete the sound simply press F3 until you can no longer hear the action. Do the same to return the sound to the game.

*Victor R. Heredia
El Paso, Texas*



On any level, when you miss a shot and the computer gets the rebound, block it from getting past the free throw line to clear the ball. If you stay with him long enough, the 24 second clock will sound and you will get the ball.

*Jeff Bloomberg
Northbrook, Illinois*



For a spectacular dunk, run toward the basket, and as you get there very quickly, tap the fire button twice in succession. If done correctly, you'll get a crowd-pleasing 360 jam.

When playing against a human or electronic opponent, position yourself underneath the basket. If he shoots from outside, you can block his shot by jumping up just as the ball gets to the front of the rim. The ref will never call goaltending.

Play good defense on the shooter—when he shoots, don't let him get by you. Stay in front of him until the ball passes the free throw line; as soon as it passes, run towards it and you're wide open for a lay-up.

*Eric DePriest
Marshall, Arkansas*



In PRO computer, when the computer runs back to clear the ball, run under the basket and stand still. If you're in the right position, the computer will charge you almost every time.

*Deepta Bhattacharya
Address Unknown*



When playing this popular game against the computer, it is always better to stay near the backboard facing in the direction of your opponent. Most of the time he will run into you, drawing an offensive charging foul. When these fouls accumulate to five, you get to shoot two free throws. The strategy only works when your opponent is the computer, has rebounded the ball, and is trying to score on you. Don't try it against a live opponent.

*Stephan Lutz
San Pedro Sula, Honduras*

Operation Terminal

Try to keep your batteries charged so you can activate the jamming mode before entering a new room, keeping bombs in the room from exploding. This is especially important when you are competing against a human, because humans can booby trap rooms that you thought were safe.

Robert Wu
Monterey Park, California

O'Riley's Mine

To get 100 lives, load the Commodore version of the game, use your reset button, then enter these lines:

POKE 4965,100

SYS 3840

Mauricio de Brito Maciel
Rio de Janiero, Brazil

Out Run

Always try to have the Ferrari pushed to the max by the first turn of the game. Also keep the joystick pushed forward and take the inside lane on the turns. Let the car sort of glide across the lanes.

Ace
Address Unknown



In this high-speed game, the music seems to slow down everything except the clock. If you ever want to get past the five stages, drive with no music. This will give you an extra five seconds or so to complete the second stage, and cumulatively, more time on the others. Also, it's better to slow down than to hit a slower vehicle.

Rudy Fulawka
Yorkton, Saskatchewan
Canada



To keep the timer between 70 and 80 seconds, load the Commodore version of the game and use your reset button when the title appears, then enter:

POKE 34711,234 : POKE 34712,234 : POKE 34713,234

To have user definable laps, enter:

POKE 37198,X

The X represents a number between 1 and 255 that represents the number of levels before the finish line. To set the starting level, enter:

POKE 37188,(number from 0-255)

POKE 34320,234 : POKE 34321,234 : POKE 34322,234

To remove the road colors, which in my judgment looks better, enter:

POKE 33393,173

To return to the game, enter:

SYS 38045

Robert Koon
Washington, D.C.

Pac-Man

To get unlimited lives in the Commodore version of this game for the 64, just LOAD "PAC-MAN",8,1 then enter:

POKE 34943,234 : POKE 34944,234 : POKE 34945,234

SYS 32760

The ghosts will fly right through you.

Andy Macaninch
Newtown, Pennsylvania



At the beginning of the second screen, increase Pac-Man's speed by pulling back, pressing the fire button, and very quickly pushing to the right. This takes practice, but it's worth it.

Keep up your fast pace, and when the ghosts begin to float up and down, just keep on running. They will never catch you.

Eddie Erdmann
Churchula, Alabama



For amazing scores in the Commodore version of Pac-Man, enter:

POKE 15907,32 : POKE 15908,32 : POKE 15909,32

SYS 2061

*Ernesto Jorge Ahuad
Buenos Aires, Argentina*

Paperboy

To get a great score at the end of the day, deliver the paper to only one house, then do as much destruction as you can. Break windows, yank lids off garbage cans, and so forth.

*Myong Paek
Portland, Oregon*



When you're finished delivering and you go to the bonus track, it's much easier if you stay to the left. There are no walls to jump, and all you have to do is stay on the street.

*Tony Scarlato
Toledo, Ohio*



On the Obstacle Course, go to the right and continually hit your fire button. You'll get tons of points for the bull's-eye targets.

*Ben Browning
Address Unknown*

Paradroid

When you start the game, go to the level with the lowest number of droids. Transfer with a one, then a two, and so on.

If you transfer with the 999 Master Droid, immediately go to another level and transfer with a lesser droid. A transfer with 999 is very short-lived.

*Jason D'Aprile
Salem, West Virginia*

Parallax

Here's how to get as many data cards as you want, on any level. Land near a building and check whether a Scientist is there. If you find one, kill him and take his card if you need it. Use it if you wish, then return to your ship. Exit the ship again and return to the same building, where

you'll once again find the scientist. Repeat the process as often as you wish.

To get past the huge layer of moving bars (or whatever it is!), move in counterclockwise circles and let go at the appropriate moment. If you time things perfectly, you should cruise right through. If at first you don't succeed, try, try again.

Danilo Valmocena
Windsor, Ontario
Canada

Park Patrol

To get 5,000 points, jump on a log and walk on it, lumberjack style, until the bar in the bottom right goes all the way down. This trick works best on the first log closest to the shore on the left side of the shed.

You can lure the turtles into the water by standing next to the river and jumping onto your raft when a turtle gets close to you.

Steve Yajko
Binghamton, New York

The Pawn

The trowel proves handy in the mine to get the lead out of the rocks. You will find it on the workbench in the shed. When you're there, examine the workbench.

In the paper wall room, use the trowel to cut the paper wall. Don't forget to open the cupboard.

After you cut the paper, it is deadly to merely type DOWN. You must perform something with what you find in the cupboard. It still isn't easy to climb down, because you have to use the right words, and others are instant death. Try CLIMB DOWN.

When you're finished with your task underground, just typing UP will deal you the same fate. You must use CLIMB UP.

Edwin Paul Krisch Stark
Caracas, Venezuela



To open the shed, get the metal key from under the mat in the Palace Garden. The wooden key opens the door in the Forest. To find the door, go to the forest clearing, go south, and climb the tree.

To make light, you must do five things. First, take your shirt and tie it to your wristband, which stops the Guru from laughing at you.

Second, go to the Guru, who will ask you to get him a drink of water; take his bowl. Third, go to the top of the mountain and put snow in the bowl. Return to the Guru and give him the bowl containing the water; he will give you a message. Finally, go to the forest clearing and examine the tree stump, where you'll find a bag containing three colored stones. Mix them together to form one glowing stone. Light, at last!

To move a boulder out of your path, tie your shirt to the hoe and rake to form a lever which will move the boulder.

The couch in the underground living room can be examined for Fergs. Take the hard hat before entering the mine.

*Brian Lambert
Leisure City, Florida*



When you are in the palace gardens enter the shed by using the metal key that you have with you. Take the hoe and the rake (you will need them later). When you get to the path blocked by the boulder, (just below the snowcapped mountain), use the rake and the hoe to lift the boulder to get by it. Take off your shirt, then tie the rake and hoe together with it. Lever the boulder with the rake and hoe, and you will be able to proceed up the mountain.

*Doug Cross
Sellersburg, Indiana*



To get past the snowman, melt him with the white.

When the alchemists ask for food, you can give them the rice, or try to give them the carrot from the kitchen.

The wheelbarrow is not to be moved, so don't type all of those cyphers.

*David Hodgkins
Oak Harbor, WA*

Peanut Butter Panic

To make the Green Nutnik fat, press the Restore key until he plumps up.

*Rosalio Yangwas, Jr.
Vallejo, California*

Phantasie

Run away from the Black Knight or you will lose all your gold. Buy scrolls and then use them to print out onto paper. They will help you in the long run.

Ivan Moore
Address Unknown



In the Temple of the Gelnor Priests, the code is 45. In the Temple of the Evil Dosnebian Clerics, the password is Reven Tonem. To visit the gods, teleport to town 99.

Steven Gabaris
Flushing, New York



If you're broke and you need just a few more gold pieces to raise your character(s) up a level, try dropping one or all of your characters. Make new characters and add them to your party. Go to the bank and withdraw all the new characters' gold, then return to the Guild and purge the new characters. Add back your old characters and use the gold to raise them up.

Sal Cusumano
Address Unknown



To enter the Castle of the Black Lord, you must first collect all nine of the rings, plus the four runes (air, earth, water, and fire); then teleport yourself to Town 99.

Rodney Lots
Great Falls, Montana

Phantasie II

When fighting Nikademus, you want every spell possible, so take the Air elemental. Try to break him, but don't sell any pieces.

Follow these directions when the arches appear in the Dark Castle: E, S, N, S, E, S, E, W, E, E.

Look for secret doors in the southwest portion of the last dungeon.

Scott Janousek
Duxbury, Massachusetts

Phantasie III: The Wrath of Nikademus

If you save your characters before you send them to training, you can always reload your character and try again if you get low hit points. It's an easy way to get great characters.

Dan Scott
Barrie, Ontario
Canada



To travel to the Plane of Darkness, instead of entering C2 + for the Plane of Light, enter C2-. You might find the Gem of Light in the Plane of Light dungeon, but the Dark Plane is more important. At the end, or bottom, of the Darkness Dungeon, you will be given eight choices on what to do with the wand of N. Kademus. Select #4 for Break Wand, and you will be teleported to the Nether World.

Steven Gabaris
Flushing New York



To get more strength, dexterity, constitution, intelligence, and charisma, transport your men to Flagler. Go south until you see a small hut, enter and go south, then east. Talk to the man when you see him. He'll give you some soup. Pick one, and two of your party's status will rise.

Jason Kibler
Lubbock, Texas

Phantom of the Asteroids

To get uranium cubes, you must deactivate the purple force walls by landing on the purple color pad.

Here's how to get to the passage with the purple color pad and cyan force walls: At the start of the game, you're standing on a brick floor. Move to the other brick floor to your right. Keep moving until you see a cyan force wall and two white triangles.

Sometimes you can pass through this wall without being killed. To do it, you must pass through the wall directly above the white triangle closest to the bottom of the screen.

To exit the passage, go through the same force wall in the identical way.

Nathan Taylor
Address Unknown

Pharaoh's Curse

At the first of the game, you will be asked to enter a password. To get to level 2, type SPHINX. To get to Level 3, type RAIDER.

Mark Keeling
Address Unknown



To get the treasures on the top floors (the ones you start out on), fall through pits until you end up on the title screen. This will make the game much easier.

Charles Murach
Lansing, Illinois

PHM Pegasus

Your weapons have an effective range not mentioned in the manual. Use missiles under about 36 miles, the cannon under 10 miles, and the chaff under two miles. Compress time to 128x and reduce to 4x when you get into heavy action. One more thing: over controlling is suicidal!

Matt McLaine
Walterboro, South Carolina

Pirates!

Choose War for Profit under the historical periods. Then become an English Buccaneer. If you are lucky you will start at one of the islands on the right, and from there you can visit towns on the other islands. When you visit the towns go to taverns and get some men, but remember to keep them pleased.

Tung Do
Lansdale, Pennsylvania



If you're unsure whether a governor is hostile towards you, march into town instead of sailing. This way, if the forts do fire on you, you won't lose a ship. This is incredibly useful and is the only safe way to find out the disposition of a governor.

A quick way to recruit men is to go to the tavern, recruit some men, save the game, shut down the system and reboot. When you load up the game again, you will be able to recruit again without having to wait the normal week or so.

Mike Pendelton
Ventura, California



After your ship has been boarded and it looks as if you are going to be captured, just back off the right side of the screen. You will be back on your ship ready to sail away. The enemy ship disappears.

*Ken Winfield
Memphis, Tennessee*



When fighting against unbelievable odds, don't panic. Choose the longsword instead of the rapier or cutlass. Keep using the "slashing-high" attack to cause the most damage. You might get down to only one man, but you can still defeat the enemy captain. After you win, select Send A Prize Crew, so you'll have enough people to sail your ship.

*Jason Bradley
Hamilton, Ohio*



Using a large ship such as a Frigate or Galleon to fight another Frigate or Galleon is a wise idea, but don't use a large ship to fight a Sloop or a Pinnace. Even though you are superior in strength, their maneuverability will leave you on the horizon while you're trying to turn around.

A sloop makes a great Flag Ship for any sort of captain because of its superior maneuverability. With maximum cannons, and sails up in medium or strong wind, an experienced captain can sink a Frigate or even a Galleon.

*Frozen Fire
Address Unknown*



You can gain tons of wealth by killing off your men before dividing up the plunder. (I do not mean letting your men desert; they take gold with them when they desert.) One of the best ways to accomplish this is to attack a city with powerful fortifications (such as Cartegana), which is within marching distance of a friendly port. Attack the town, and when you run very low on men, retreat. Then march to the friendly port, sell everything and divide up the plunder.

*Jeremy Hubble
Belton, Texas*



If you attack on land, hide your armies in the woods. Use one of your groups as a decoy to get the enemy to approach. You'll be surprised when you beat an army twice your size.

*Lance Gater
Trenton, New Jersey*



Keep your party pleased or happy by finding a hidden treasure. (Pleased/happy pirates do not desert.) Once you've found a treasure, go to a nearby town and sign up some more men to join your happy band.

*Phil Greco
Address Unknown*



Try to get 400 to 500 men. Attack a town by marching to it and selecting Attack. Usually, the fort's garrison is afraid to go out to fight you, so you'll be whisked to the sword battle with the commander.

Try to wipe him out quickly and reduce his garrison by hitting him, even though he has surrendered.

If your forces are at least three times larger than the fort's garrison, there's a very good chance that you will be able to convert the town. I've converted almost half the Spanish towns in this way.

Try to hold ranks with two countries. England and France are my favorites. You will get more land from each country each time you are promoted. You will also become a more respected member of the community, which helps considerably when you end the game.

*Barry Solomon
Montoursville, Pennsylvania*



When the old pirate offers you a treasure map, buy it! It's well worth the 500 pieces of gold.

Don't attack a nation that your home country is allied with, because it will anger both nations.

Do not wed until you have received all of your promotions. The higher your rank, the better your marriage opportunities. But don't forget to make pleasant conversation with all governor's daughters; if they like you, they might gather important information at the governor's mansion.

*Mike & Matt Plittman
Follansbee, West Virginia*

Pitfall

When you are about to fall down a hole after jumping a log that has a ladder, push down and you'll catch the ladder without losing any points.

*Michael Baumgart
Address Unknown*



After loading the Commodore version of the game, but before running it, enter:

POKE 5383,255

This will give you an infinite number of lives.

Vahan Der Ghazarian
Limassol, Cyprus



When you get to the alligators, stand on the right end and you will not die.

Todd Humphries
Lethbridge, Alberta
Canada

Pitfall II

Try to climb down ladders instead of falling down them, because each time you fall you lose 100 points. If a frog blocks your way, wait until he is as far away from you as he will go, then climb down the ladder and wait for him to go over your head. As soon as he passes, climb back up the ladder.

Tom Goss
Olympia, Washington

Pitstop

When driving a three lap race, you can sometimes avoid taking a pitstop, finishing with a better time. Just be careful not to ram your tires against the side of the road or against other cars, and keep a steady speed.

Cory Moore
Westlock, Alberta
Canada

Pitstop II

At the start of the race when playing the computer, ram its car until you both get blown out tires. The computer has to change its offside tire,

while you only have to change your nearside one. This gives you a head start once your tire has been changed.

R. N. Gutierrez
Veracruz, Mexico



If you're losing and need a little edge, try holding your fire button in. You'll be amazed to see yourself taking the turns a little faster.

Jeff Ness
Spring Grove, Pennsylvania



If you are the racer on the right-hand side, you can push the other racer into the pit, causing him to lose much time.

Charles Murach
Lansing, Illinois

Planetfall

The curved metal bar is a magnet. Keep it away from access cards. To get the key, hold the magnet near the crevice, then drop the magnet to avoid all risk of erasures.

Floyd has an access card, so turn him off and search him.

Stephen E. Mynhier
Lake City, Florida



You can get the key for the padlock by waving the U-shaped bar over the crevice. Take the ladder to the rift, drop in, extend it, and move it over the rift. You can cross the rift any time you want to. Upper elevator, kitchen, and shuttle cards are found north of the rift.

Floyd has the lower elevator card. Just turn him off and open compartment. At the second complex, you can get the cards in the bio-lab by examining the door. Floyd will go in and get it for you. The repair room has a small door in the north end of the room. You can't fit through it, but Floyd can. Tell him to go through the doorway and he will tell you what is in that room. You can tell him to get anything that's in there.

Chad Schmitt
Address Unknown



To cross the gorge, extend a ladder and place it over the gorge. Use it as a bridge.

When in the computer, follow the metallic strip to the switch. Set

the laser gun to red, and be sure that it has a new battery. Keep shooting at the dust grain until it vaporizes, then immediately set the laser gun to another color.

Now, return to where you were transported inside the computer. Along the way, you should meet a red bacterium. Shoot it. Notice that it does not die, but your gun begins to get hot, which will attract the bacterium. Throw the gun into the deep empty space beside the metallic strip you're standing on; the bacterium will jump into the empty space. What you should do next will be obvious.

When you're in the room that looks like a hospital, cure yourself by drinking the medicine, but do not sleep in the bed.

To fix the communications system, see what color the light is. Then get the same color of liquid from the machine and carrying it to the radio in a bottle. Pour the liquid in the hole. Repeat until the radio works.

Vincent Maldia
Dolores San Fernando Pampanga, Philippines

Platoon

If you've played this game, you may have noticed the problem in deciding which way to go. First go left, and after a few moments go up and then right. Try not to go left or down. Continue going right and you'll find the bridge. Be careful, because the enemy is strong.

Maziar Shajari
*Isfahan University
Isfahan, Iran*



Use your grenades to blow up tripwires. After blowing up the bridge, stay in the area and walk up and down the path, shooting all the enemy soldiers you see. They will leave behind supply packages, which you can use to heal all of your wounded buddies. Each package heals one hit and increases your morale points.

If the enemies stop leaving supplies, try walking in and out of the deadend path on the right side as you pass over the bridge. You might have to do this several times to get them to leave packages again.

The path on the left leads to the village. Shoot the enemy soldier in the fourth hut and take his map. Go to the last hut to get the flashlight, but watch out for the booby trap. Finally, go back to the fifth hut to find the tunnel entrance. Good luck!

Kim Cabrera
Whittier, California



To get to the bridge quickly, pick up the TNT and press the 9 key. The bridge will be straight ahead.

To start out in the village, start the game, then press the 8 key. You'll find yourself in the middle of town.

You can see other interesting effects if you experiment with these keys during a game.

*Jeff McCadden
Lakeside, Oregon*



To practice the tunnels in the Commodore version of Platoon, turn the disk to the second side and enter:

LOAD "LAY2",8,1

When the program has loaded, enter:

SYS 16384

You can practice the jungle confrontation by doing the same thing but substituting LAY3 for LAY2.

The bridge is an excellent place to get medical supplies and ammo.

*Steve Yajko
Binghamton, New York*

Plundered Hearts

To get past the crocodile, squeeze the leather bottle on the slab of pork. Feed the slab to the crocodile, and he'll fall asleep in a couple of minutes.

Carefully examine everything that comes with the game, especially the globe on the bank note.

On the pirate ship, tear a rag from the cotton frock. Then soak it in the water barrel. You can now throw it on the fuse to put out the fire.

*Aaron Maupin
Fresno, Ohio*

Police Cadet

You can start on any level by running the demo. When the demo reaches the level you're interested in, just start playing as if you were in a regular game.

*Chad Schmitt
Steilacoom, Washington*

Pool of Radiance

Before leaving the city, make sure that you equip each character with at least four darts. As soon as you enter combat, equip each character with his or her regular weapon (sword, mace, etc.). When you attack, you will get two or three attacks for the first melee round.

Don't be intimidated by large battles. Keep trying with different strategies, and eventually you will win.

Sam Stedman
Sudbury, Ontario
Canada



For easy experience, get one good character and take him or her into the slums west of Phlan.

If you see a message about a room, search the room for gold or magical items.

For even greater experience, go to the third level of the Pyramid and search continuously. Alternatively, go to the Graveyard, where you can get 4,000 experience from finding four scrolls with restoration on them. Be sure to have plenty of gold, since it costs 1,000 pieces of gold to advance. Have fun!

Michael Ratzlaff
Evergreen, Colorado



When you start this game, your ragtag group will be low on money, but that doesn't mean that the best armour is out of your reach. Go to the training area and hire one Hero to go adventuring with you. Then go to the slums and get into combat. After you kill the enemy, tell the computer that you want to continue fighting. Cast a spell on the Hero, then kill him. You'll find that you have Plate Mail +1 and a Two-Handed Sword +1!

While adventuring through the slums, search blocks 0, 0, 2, 5 and 9, 5 to find special prizes.

Ian D. Tabb
Clearwater, Florida



In Sokal, keep on Thorn Island, a spirit appears when you approach the altar in the temple. When you see the menu for Combat: Wait, Flee or Parlay, select Parlay, then select Nice style. Tell the spirit L U X and be honest with him no matter what happens. Your reward will be some magical weapons found in the armory.

While you're clearing the slums, you will encounter an old man in

a library. Parlay nicely with him, and he will give you a quest. Fulfill it by finding the windowed room made of stones; it's in the old rope guild just southwest of Oyu in the slums.

Parlay with the man in that room, and say Ohlo to him. He will give you a package which you should take back to the old man in the library. To avoid a fight, hand it over to him right away. He will reward you with coin and magic equipment.

It is unwise to oppose the City Watch, because they will fight you if you do. If you come out alive, the shops and inns will no longer serve you.

Always have a Detect Magic spell studied. If you win a combat and suspect that one of your foes was using a magical item, cast Detect Magic and select Take. If there's an asterisk by an item, it's magical; try to Take all such items.

Brian Lewis
Milwaukie, Oregon



Do your players not seem to have enough hit points or experience? Here's a way around them.

When you create your player, put him in the party only. Get his or her equipment, then head to the training center and enter the sparring room. When asked if you want to spar, answer No. You'll then be asked if you want someone to join your party. Answer Yes, and get a group of fourth level fighters or other people.

By the way, you can tell the level of the NPC by the number of shares they ask for. For example, two shares indicates a second or third level NPC.

After you have a high-level player, you can go back to your original disk. Remove him from your party and he'll be saved to the disk. After a while, you'll have lots of high-level people on that disk. Restart the game by rebooting and creating a new party.

Chad Evans
Fremont, Indiana

Popeye

If you want to get rid of Bluto on the first level, here is an easy way to do it. Power up with the spinach, and send him flying through the air. While he is still in the air, run to the first platform in front of the barrel. When his flight carries him close to the barrel, punch it and make it

land on him. He will freeze in the air for the rest of the round. Timing is essential for this technique to work.

*Biju Abrahams
Bayshore, New York*



If you're having trouble getting off the board in which you catch the hearts, here's your answer: When the screen starts to go, punch the spinach when it is on the second layer, then chase Bluto to the right. When you punch him, he will fly around the room, and you must go quickly to the punching bag. When Bluto is directly beneath the bucket, punch the bag. Bluto will be stuck for the rest of the board, and will be unable to hurt you in any way.

The trick works on any level.

*Robbie Stanford
Corinth, Mississippi*



To freeze Bluto, get him with the spinach. While he's flying through the air get him with the beehive. Get the spinach after you get half of the objects.

*Ben Ford
West Boylston, Massachusetts*

Ports of Call

An easy way to become a multimillionaire is to buy the most expensive ship. Then wait until the prices go up and sell. Wait until the prices drop, then buy the most expensive ship you can. Wait for the prices to rise and sell, then wait for the prices to drop and buy again. It can take a long time, but you can become very rich; I did.

*Jason Norlin
Address Unknown.*



London and Sydney are the easiest ports to get into. The hardest are Rio de Janiero and Basra.

*David Hodgkins
Oak Harbor, Washington*

Power at Sea

At the beginning of the game, load as many bombers as possible onto your ship. Then attack with only bombers, using as many as possible to increase the chance of a hit.

Predator

When attacking a ship, get as close as possible and dive bomb until your sights turn white. Drop a bomb, and pull back immediately. I've never missed while using this method.

Carl Lenocker
Sacramento, California

Predator

You can fend off the Alien with the flamethrower. While the Predator's sites are onscreen, guerilla troops cannot fire. To raise and drop the suspended log, drop your weapon and duck near the rope.

Derek Godat
Terre Haute, Indiana

The President is Missing!

A bug in this game lets you sneak a look at some report files that aren't listed. When it asks for a report number, just enter the number of the report you're interested in.

Peter J. Pawinski
Chicago, Illinois

The Prince of Magik

If you happen to die and the computer asks whether you want to restore or restart, type Restore.

When you see the picture, hit the spacebar two times. When it asks you for the code, type M and press return. Do this three times, even though it says you have the wrong code. The game will start where you left off.

Repeat the whole thing again, and you will start the game with around 256 stamina points.

Jeff Christensen
Spanish Fork, Utah

Project: Space Station

With this tip you can gain millions and millions of dollars. When you are planning your mission budget, put all of your money into either the Modules or Equipment category. Then, go to that category and start spending. Notice that, after you buy the first item, the money you started off with has doubled! Keep spending, and when you get down

to \$11,000 million or so, it will again jump to \$19,000. Go back to the budget screen, transfer every cent to the other category (Equipment or Modules), and repeat the procedure. When you've bought lots of stuff and are back up to \$19,000, go back to budgeting and divide your money evenly among R&D, Operations, and Planning. You're now very well off, and should do quite nicely for the rest of the game.

Joel Steudler
Pittsburgh, Pennsylvania



If you didn't land on the runway, avoid applying the brakes; otherwise you'll damage them and extend your repair time.

To pause the game, just go to the Help screen.

If you feel the controls are hard on the EVA screen, simply use the joystick upside down.

If the message indicator flashes, and the date shown is the launch date, go to the Launch screen and press F7 while the message is appearing. There will be no problems on the countdown.

If you go to the Launch screen and the weather is not favorable, exit and enter again.

Always keep at least one shuttle on the ground. If both are in space and a solar flare occurs, the crews could perish and you'll have no way to get the shuttles down.

Ta-Wei Wan
Bangkok, Thailand



If you find yourself running short of money, buy two expensive modules. Turn on Auto-Packing, and pack one of them. If you've done it right, after each launch you should get one module packed, and still have the original one in storage. Unpack it and sell it. Let the computer keep packing one until you have enough money.

To save money on R&D, do at least one agricultural project. These are the only projects that create revenue. They will pay for themselves, and usually for at least one other project.

Shane Doucette
Fort Qu'Appelle, Saskatchewan
Canada

Project: Stealth Fighter

This game was renamed to F-19 Stealth Fighter. If you will stealthily turn to that section of the book, you will find some interesting clues.

Lou Sander

Prowler

Save a few missiles for the Hover Bases and Mother Ships. Always try to destroy the bases and Mother Ships first; if you don't, the enemy aircraft and tanks will swarm you. If push comes to shove, you can use Stingers to destroy enemy aircraft. Simply line the TADS up with the center of the bottom edge of the front window and keep firing until it explodes. Near the end of the game, you might run out of Wolfpack or Hammer missiles. Don't fret because your air-to-air missiles can double as air-to-ground missiles just fine.

*Matt McLaine
Walterboro, South Carolina*

PSI 5 Trading Company

If there are no enemy ships in the area, rank engines priority 1. When an enemy appears, put rank back to priority 3. This will give you extra time.

*Lance Gater
Trenton, New Jersey*



If you're an experienced player, this crew will almost always win:

Weapons - Boris

Scanning - Nargo

Navigation - Yenx

Engineering - Flingronk

Repairs - T3XR9 (The Robot)

*Chris Kelly
Cincinnati, Ohio*

Pure-Stat Baseball

After your player has been walked, watch how quickly he gets to first base. If he arrives just after the pitcher catches the ball, he should be able to easily steal second. If you put the Hit and Run on when attempting to steal, he'll have an even better chance.

*Fred DePaoli
Hammond, Indiana*



I have had trouble with the keyboard locking up when I bring the infield in to guard against a bunt with runners on first and third.

If this happens to you on the Commodore version of this game, use your reset button (if you have one) and enter:

SYS 2625

The game will begin from where you left off with the lockup.

*Jim Sadler
Bismarck, North Dakota*

Q*bert

You don't have to wait until the end of the game to start over. Just press the Restore key.

*Matt Massa
Tomahawk, Wisconsin*

Questprobe I

To beat the Lizard, you have to knock him out. To beat Hydro-Man, you have to freeze him. To beat Sandman, just don't walk into the room and disturb his sand.

*Michael Denman
Katy, Texas*

Questprobe II

If you think there's nowhere to go but your starting dome and the station in limbo, think again. In fact, there are a number of other domes that look exactly like the one you start at. Look around when you get to them and hop on and off the station—you can discover many more domes to explore.

*Michael Denman
Katy, Texas*

Questprobe Hulk

I know just how frustrating it can be when you can't get past the second room (the tunnel) in the dome. From the first room, type Bite Lip to get out of the chair. Go east into the tunnel and push the button. When you hear Time Delay On, type Bite Lip again. This time you will get one

Questron

move before gas fills the room. Type Go Outside and you're out! You can now move about freely as the Hulk.

Steven Gabaris
Flushing, New York

Questron

When you start a new character, go right to Geraldton and buy weapons first. Get all of the food you can buy with the money left over. Bank the money you get after battles.

To find Mesron the wizard, go to the castle on the south of Questron. Go through the gate, then go east to the passage. Mesron's chamber is the first hall off the main passage.

Once Mesron advances to a squire, get the gold key on the west side of the castle. It is in the chest with the blue barrier around it. This key will open all of the doors in the castle.

Next, go to the king, who may advance you to a knight. Once he has done this, go to the southern part of the king's chamber and open the chest. Here you will find the trumpet, which is useful in dissipating fog.

To get more hit points (maximum 19,999), go to the cathedrals and give to the priests. Then go to the room with the cross in it and speak. One or more vials will appear. Hold and operate them.

Each cathedral is special. In Swamp Cathedral, you can raise your dexterity in the northeastern corner. In Island Cathedral, you can raise your intelligence in the eastern room. Ocean Cathedral gives you a magic flute.

In the first dungeon, you need to find the lead key. In the second, you need to find the diamond ring. In the third, you must destroy Mantor the Evil Wizard. It's a good idea to get as much of a magic assortment as you have money for.

Duane Penhallegon
Dexter, Michigan



If you have a fairly large sum of money, save the game and go gambling. It makes no difference which game you choose, but I seem to have better luck in blackjack. There's a chance to really increase your money in roulette. Bet as much as the game will allow. You should break the bank, and, consequently, be forced to fight the guards in the town. When you get out, save the game again. Go to another town and repeat what you just did.

If you should lose all of your money, just reload the game without saving. Despite the loading time, this is well worth the effort.

Go to Island View to buy all of your magic, because the best prices are found there.

Get an eagle as soon as possible, because it is invaluable when trying to get from one place to another. It also lets you fly out of dangerous situations.

Find the electric bezap in Mantor's Mountain, but don't pay him. If you are going in the proper direction, turn right, cast a wall pass, and walk through. Open the urn, then open the safe. You'll find yourself in Mantor's lair where you can proceed to defeat him.

When opening an urn, disarm yourself and take off your armour, because some urns can dissolve weapons or armour.

*Blaine Campbell
Spruce Grove, Alberta
Canada*



Magic can be bought on Dread Island. Be sure you have lots of gold.

If you need more money for Magic, keep going back to the dungeon. It replenishes the gold every time you return.

*Erik Levasseur
Uxbridge, Massachusetts*

Questron II

In this Amiga game, you can get more money without losing it by finding a city that has high-or-low gambling. Go outside that city and save your game, then go inside and bet all of your money on the first hand when you gamble. If you win, go outside and save the game again. If you lose, just reboot and try again. Save your game every time you win.

*Kyle Pearson
Kansas City, Missouri*



Once you are able to buy the bread of life from the cathedral, lose health points until you're down to 3,999. Then purchase 99 breads of life, which is the maximum you can carry at one time. When you use them, you'll have 13,899 health points.

You can get even more health points by continuing from this point and going into the dungeons or the tombs, **after** you save your place outside. Map the first few levels of whichever place you've entered, then reload your saved place. Now enter and grab all the urns you can

Racing Destruction Set

(they give you health points), avoid as many monsters as possible, then get out and save your place. Repeat the whole process as necessary.

Trevor Greenwood
Oromocto, New Brunswick
Canada



When you visit the Holy One in the Cathedral, buy all the bread of life that he offers you. If you exit the Cathedral and re-enter before visiting anyplace else, he will offer you the same amount again. Repeat this process until you have the maximum 99 loaves.

To get the Holy One to offer you more loaves at one time, bring him the Chalice of Arvil, which you will find in the Tomb of Landor. To get it, you must enter the tomb twice. On your second visit, the chalice will be in the same chest where you previously found the Wand of Power.

If you enter the Cathedral and he doesn't offer you any loaves at all, loot the Cathedral, exit, then re-enter. Sometimes this will help.

It is imperative that you have 99 Bread of Life loaves and your maximum number of hit points before entering the last level of the dungeon. Believe me, you will need them!

Dean Newell
APO New York, New York

Racing Destruction Set

To beat the computer during a destruction match, go to the options menu and modify the computer's car. Give him fewer oil slicks, land mines, etc..

Scott Jones
Trafford, Pennsylvania



Here's how to crash land in a city outside the racetrack. Go to the track construction menu and make a track with a small bump (ramp) at the top, right before the turn. Set up the cars so you'll be driving up the track along the straightaway. Exit the menu and go to the race menu. Select Severe level, Moon gravity, and MX or Track type of track.

Race with an Indy car or Porsche model. As you race, try to get in the middle of the straightaway, with as much speed as you can before hitting the ramp. When you fly off the ramp, you'll soar high and break

Raid on Bungeling Bay

the invisible barrier at the turn. When the car lands, you'll be able to see the city.

*John Hallett
Las Vegas, Nevada*



When you choose a Grand Prix track, the best engine is 3000 cc. It has better acceleration than the 3600 cc engine.

*Howard Weisbaum
Address Unknown*

Rad Warrior

I enjoy the Commodore version of this game very much, but I find it impossible to complete. If you have a Commodore computer and a Super Snapshot V3.0 cartridge or equivalent, you can easily modify the game so the suit or man will have unlimited energy.

Load the game and hit the cartridge button. Go into the machine language monitor and use the M (memory) command to change the following locations from \$85 to \$A5:

For the man - \$8AF8, \$8E4F, \$A8D0

For the suit - \$850D, \$8AEB, \$8E47, \$97EE, \$A8DA, \$A8DF

Europeans, whose version of the game is called Antirad, should change these locations instead:

For the man - \$8AD9, \$8E2C, \$A8AC

For the suit - \$8502, \$8ACC, \$8E24, \$97E8, \$A8B6, \$A8BB

Exit the monitor and you're done. Have fun!

*Steve Kojder
Warren, Ontario
Canada*

Raid on Bungeling Bay

If you run out of bombs, you can steal some by landing on the taxi area south of the runway. This trick won't work on the island where the taxi area is north of the runway.

*Greg Sullivan
Hudson, New York*

Raid Over Moscow



Let the battleship be completed and sent out to sea. When you attack it, fly towards it with the button held down. Release the button just as you fly over the ship.

After a few passes, the battleship will be permanently put out of action.

*Michael Denman
Katy, Texas*



Pressing the Z key drops bombs and seems to be faster than pressing the fire button.

*Chris Wanner
San Diego, California*

Raid Over Moscow

Would you like more planes when attacking the last city before Moscow? When all of your planes are out of the base, go into the empty base and pull your joystick up. In about seven seconds you'll hear an explosion and a refill of planes will appear. As you get those planes out, they'll form a filled-in ball that keeps growing when they mix with the other planes.

*Marc Miller
West Chester, Pennsylvania*



If it looks like you're about to crash in the hangar, tap the spacebar to get you out of there. Press it again for another try on getting your fighter out.

*Steve Rohatynsky
Winnipeg, Manitoba
Canada*



When you've loaded the game, wait a minute or two and the computer will start playing by itself. When it gets to the screen you want to play, push the joystick button and take control of the game.

*Chih Chiang
Salisbury, Maryland*



Here's a good trick for the first screen. When the bell rings, simultaneously press Run/Stop and the Q key. This will get you to the launch site

Rambo

screen where you have to shoot the center missile silo. You will also have nine men to shoot the silo.

Sean Kim
Tacoma, Washington



When the bell rings on the first screen, push the Run/Stop key and the number 1 key simultaneously and you will automatically be at the discs screen.

Edie Lebaron
Address Unknown



To get some extra points on screen four (missile silos), destroy all the silos except the main one. Now fly to the left side of the screen and shoot the enemy planes as soon as they appear. Continue destroying the planes until time has almost run out, then destroy the main silo.

Doug Smith
Milton, Florida

Rambo

When you start on the first screen, go fairly straight ahead and there will be a temple where you can get a bazooka. You can get this weapon if you want, but I don't recommend it, because all it does is shoot a bit faster. It also can't destroy bushes or palm trees.

After you get it, if you want it, I suggest you take on the prison camp from the left side because its easier than the right. You should use your knife because it's silent. Then, when you get in the prison camp, switch to your missile arrows and blast away. Get the M.I.A's out as fast as you can because missile arrows make a lot of guards come after you!

Christian Enescu
Address Unknown



Do this only on a Commodore backup. Load the program, but before typing RUN, type the following:

POKE 6099, 173

This ensures that Rambo will never lose any energy (Note: you won't be able to restart the game unless you turn off the computer and reload).

David Truong
Falls Church, Virginia



At the beginning of the game when you're in the forest, if you don't shoot, and you keep on moving upward toward the fort without stopping, the enemy soldiers won't notice your presence.

*Joel Leveille
Address Unknown*



Release the first captive, but instead of going to the helicopter, release the others immediately and then go up to your helicopter. This will save you more time.

*Danny Correia
Saint John, New Brunswick
Canada*



While heading back home in your helicopter, you can get some extra speed by pressing the Cursor Down key and the Return key while pushing up on the joystick.

*David Metzke
Shepparton, Victoria
Australia*



On the first level, save your exploding arrows. Use throwing knives until you get the P.O.W. Once you touch him and he disappears, use your exploding arrows to blast the trees on your way up to the chopper.

For an easy 3,000 points, go past the machine gun on the first level. Keep going on the other side of the building until it is out of the screen. Come back and touch the machine gun, collecting your 3,000 points!

*Curtis MacPherson
Address Unknown*



When you start this game, try running straight forward without shooting. If you're lucky, all the enemies will magically disappear until you reach the fort.

*Jeff Ness
Address Unknown*



The best way to go through the jungle is to use explosive arrows and just blow up a path to your chopper.

*Michael Wherry
Viola, Illinois*

Rastan

You must know which symbols do what. Use the high platform when fighting the Castle King. When he is below you, jump off the platform with your sword pointing toward the floor. You'll give him a major stab wound to the head, which should end his reign of terror.

*Insane Warrior
Address Unknown*

Realm of Impossibility

Sometimes you can cheat by walking on the background. The mystical monsters cannot touch you there.

*Jerry Wyatt
Junction City, Ohio*



As with many other games, the two-player mode is easiest. Zigzag your way downstairs to get decent speed. Because one player always ends up dying, split your scrolls between the two players so both get about the same number of hits.

Always enter the open dungeons first. In them, you can build up on hits and spells. Try not to waste spells in the open dungeons. When you get to the locked dungeons, spare nothing to stay alive.

*Michael Leiter
Grand Rapids, Michigan*

Realms of Darkness

In the long run, you are better off with a Knight or Champion than a Friar. The Friar is very nice in the early quest, but in the last four quests you meet too many monsters that require a magic weapon to hit them. This negates the Friar's special attacks, which are not magical.

*Robert Unglaub
West Lafayette, Indiana*



For every 1,000 experience points, each character gains a level, which increases its strength points and spell points.

Stay in the woods and fight before you go in the dungeons; this way you can gain levels and, if injured, go back to the Inn and heal.

In the first dungeon, pay the man to entertain you and he'll show you a door. Finally, always keep lots of torches.

Marc LaFountain
Columbia, South Carolina

Red Storm Rising

When you receive a mission to hunt subs, cruise missiles or ballistic missiles in the World War III scene, be careful to move the joystick at normal speed when approaching the area of enemy subs. If you travel at high speed, the enemy will immediately be alerted to your presence.

When you encounter a strike force of surface vessels, use torpedoes on the major warships, and do it while traveling at only five knots. Use the weapon control after your torpedoes are activated, steering them into the major warships first. After all, the smaller amphibious ships are slower and you can take them out with a cruise missile or harpoon.

The bigger warships will immediately fire at you if you fire a harpoon at them, and they have a better chance of knocking down your missile.

Allen B. Thames
APO New York, New York



These tips have helped me reach the rank of Rear Admiral. When you are in battle and you aren't sure if other enemy ships or subs are in the area, press the Replay key. The Tactical screen will show all surface ships and subs that have passed by in your area, whether you detected them or not.

Watch your torpedo count carefully. It can determine the outcome of a hard fought battle.

The sooner you acoustically I.D. your enemy and enter this information into the fire control computer, the more accurate your torpedo or missile shots will be.

Bobby Hughes
Address Unknown



To learn how to think like a real sub driver, use the Help key frequently, especially while learning the game. The tactical computer will recommend certain actions to take, and before you know it, you'll be doing the right thing on your own.

Rick Ryan
Colorado Springs, Colorado



While stalking your intended quarry, try to remain on the opposite side of the thermal layer. This will significantly reduce your chance of being detected before reaching a good firing position.

Do not shoot torpedoes in a straight line unless absolutely necessary. Enemies often shoot back down the same track. The best attack is to keep moving the PAP point so that your torpedo is guided in, but not activated until the last moment. This way, the enemy can't decoy, or jam, your torpedo or even shoot back at you.

It is often necessary to use the active sonar when going up against the Russian diesel subs. This gives your position away, but the alternative is to let them get away undetected by your passive sonar and towed array.

When attacking major warships, it's often a good idea to fire more than one Tomahawk or Harpoon at your target. These ships have very good antimissile capabilities, and besides, it takes more than one hit to sink them.

R.D. Moses
Snow Camp, North Carolina

Rendezvous With Rama

There is a way to cross the sea with the Dragonfly. Just get at the top of the stairway, open the case, enter the dragonfly, and type Fly South. It's as easy as that.

Chris Phillips
Muncy, Pennsylvania

Renegade

If you move your man against a wall, nobody can get behind you to hold you. Also, when you get against the wall and keep punching, the bad guys will fall like bowling pins.

Michael Cordner
Dollard des Ormeaux, Quebec
Canada



On the first stage, immediately go all the way left until you hit the wall. Turn right and hold the joystick right while pressing the fire button. All the street thugs, even the big boss, will walk into your fists and be knocked out.

The same thing works on stages two and three if you go right instead of left. To avoid being cornered and defeated, move before the bosses enter the screen.

The Return of Heracles

In stages four and five, it's best to stay in the middle and jump kick everything.

James Darrell Profitt
Whitesburg, Kentucky



Don't waste your time trying to floor punch the Boss after you knock him out. It works when he has three or four energy levels left.

Edward A. Stockett III
Baltimore, Maryland

The Return of Heracles

Drop armor and gold to increase your dexterity and speed. Although the game can be played with over 30 characters at once, I suggest that you use no more than three, otherwise it gets too complicated.

Steven Gabaris
Flushing, New York

Revenge of the Mutant Camels

To get smoothly into the cheat mode, press O for Options mode, then type OATS and play the game. Apparently the camels like the food.

Daniel Kortschak
Beulah Park, South Australia
Australia

Revenge of the Nerds

Always remember that Nerds outnumber Jocks and Beautiful People, and that Nerds are smarter and have purer hearts. Go easy when paddling pledges. Junk food will never kill you, but its energy is very short-lived.

Skip Sander
Durham, North Carolina

Rings of Zilfin

When starting out, it is easier to avoid the K-plants by going west to the desert from Ziad, and then North. Be sure to write down the names of people you have talked with, as you will need this later in the game.

Before crossing over to Begonia, have lots of spices, tea, silk, and tobacco for trading. Spice is worth a lot in Begonia. Tea is needed in

Sumaria. Be sure that you check the rooms in the tower for secret doors. Use Horn at Sharkynn Heights.

Lance Gater
Trenton, New Jersey



Remember the names of people you meet. To defeat Lord Dragos, say "SUBMIT THY RING."

Lance Gater
Trenton, New Jersey

Road Raider

The password to the second city is SIU. The password to the third city is ROCKET. You can only use them at the beginning of the game where you see the picture of the A.T.V.

Victor Tabak
Mahopac, New York

Road Runner

It is very annoying when you get up to level 9, or so, lose all of your lives, and the game ends. To make things easier, when you start over on level 1, you'll see a cave immediately at the top of the screen. Go into the cave, you'll start the game at the level you left off at and gain an extra life.

Dennis Haines
Forked River, New Jersey



To achieve higher levels in this game, when the game begins, let the computer load the first level. Then turn off the disk drive and play the game. When you finish the first level, the computer will be unable to load the second level because the drive has been turned off.

The game will continue on the same screen as before, but the computer will think it has loaded the second level! Play this level again and again until you're ready to load the level you're really interested in. Turn on the disk drive, and the computer will load away.

Johnny Perez Feliciano
Lares, Puerto Rico



To keep Wile E. Coyote from getting on level one's jet-powered skateboard, just keep him on the screen. When he starts to go off the screen,

Roadwar 2000

stop and let him catch up. Of course, you should never let him get too close.

On the second screen where the rocks fall, stay toward the bottom of the screen so you will have more time to react and to move around the rocks.

*Billy Truitt
Pleasant Plain, Ohio*

Roadwar 2000

Turn off your disk drive, exit gang stat, and loot. You will find lots of everything. Don't forget to turn your drive back on.

Contributor Unknown



Visit San Jose/Mountain View and go to the SSI Company. When the secretary says "May I help you?", say yes. After some brief information, you can get a Doctor, Drill Sergeant, and Politician. There's also a speed shop, welding shop, underbody shop, and some others.

*Ashton C. Hobbs
Reidsville, North Carolina*



Don't go into Fort Knox. Go to Mountain View for a Doctor, Drill Sergeant, and Politician.

*Lance Gater
Trenton, New Jersey*

Roadwar Europa

As soon as you start, save the game. When a bomb goes off, reload the saved game, go to the city where the bomb went off, disarm it, then save the game. Repeat the process until all bombs have been disarmed.

*Lance Gater
Trenton, New Jersey*

Robotron 2084

Select one joystick and continuously fire to the left. Go to the right edge of the screen, move up and down, and watch the destruction begin!

*Matt McLaine
Walterboro, South Carolina*

Rocket Ranger

When the Nazi zeppelin tries sneaking into Washington, fly to the Atlantic and intercept it. Shoot into the cabin; be extremely cautious not to hit the gasbag (it will explode if you puncture it).

Next, go to the war room and position your spies on one continent. When the spies flash, go to them and get their reports. If a spy finds a rocket base, position him in another country. If he finds a lunarium base, order him to organize resistance. When the resistance is established, it will raid the base and send their plunder back to Fort Dix. When the time comes for you to take off, the resistance parties will have sent you enough lunarium (200 units) for your ship. There are two lunarium bases, so do this to both of them if you can.

When you've captured the fourth rocket piece, return immediately to Fort Dix and transfer 200 units of lunarium into the ship. Then, and only then, should you go after the fifth rocket piece. When you get it, hurry to your ship and take off, because once you capture the fifth piece, the Nazis will head for the moon.

On the moon, you should kill all the zombie women, but remember that you can only take three hits. You can avoid hits by ducking (joystick down) when the enemy shoots at you.

DAR

Address Unknown



At the beginning of the game, attack the bomb factory in Germany. If you succeed, you will retard bomb production and decrease the efficiency of the Nazis.

After your spy has infiltrated a part of a country, immediately move him to another part. If a spy requests that you come to his area to destroy something, do not go.

When shooting guns in the jungle base, the best time to fire is just as the cover is opening.

When fighting airplanes, avoid crossing their path. If the planes come from the bottom, shoot them from the top. If they come from the top, shoot them from underneath.

The zeppelin takes about four months to reach Germany, so you can do other travel before rescuing Jane and her father.

Owen S. Hamilton

Address Unknown



First, you should fly out to the zeppelin and rescue the girl. Then go back to the war room and get the reports from your men. The object in

The Rocky Horror Show

the war room is to move your men around until you've infiltrated almost every country. Make sure that you use **every** hint your men give you.

Tom Thompson
Ankeny, Iowa

The Rocky Horror Show

It's pretty easy to re-deepfreeze Eddie. When he's about to thaw out, go into the freezer and climb the ladder with the red dot at the top. Press the button, go to the next one, and continue.

Trip Hosmer
Marblehead, Massachusetts

Rupert/Toy Maker's Party

If you press the Up Arrow key, you'll advance to the next level.

Ernesto Jorge Ahuad
Buenos Aires, Argentina

Rush 'N Attack

When you are at the last screen on the first level, (the rockets should be in the background) get a flamethrower. When a truck shows up with the men in it, go to the extreme left of the screen. Wait until the first man is almost at you, and fire your flamethrower. If you do this three times, you should only have one man to use your knife on. Also, a rapid fire module will speed up knife work.

Sean Burke
Burton, Ohio



To get 255 free men, load the Commodore version of the game and enter:

POKE 4556,255 : POKE 6908,238

RUN

Bryan Prueter
Address Unknown



At the sub on the second level, you can run through all the dogs that run from the left of the screen. You must stab the man or you will die.

Bryan Prueter
Address Unknown

Russia

There is much in Russia that is not clear. One example is the procedure for loading a saved game. To load a saved game, start up then select Game, Disk, and Load in that order. To ensure that you never forget, write the sequence on page 20 of the manual.

Contributor Unknown

Saboteur

To get a lot of points, switch the disk and a weapon until you reach the points you want. You get the equivalent of finding the disk each time—\$5,000.

Brian Noggle
House Springs, Missouri

Sabre Wulf

On your Commodore, load files GMA 5, 6, and 7, then in direct mode enter:

POKE 3427,169

POKE 3428,40

POKE 792,99

POKE 793,13

SYS 3328

To change the number of men you begin with, change the 40 in the second POKE. If you make it too large, the counter rolls over.

Also, if you find two clues to the puzzle in the first section of the game, go straight on to the second section—there's a maximum of two pieces per section.

Shukri Berisha
Address Unknown

Sargon II

Are you tired of losing to your computer? Try these moves at level 2 or 3, and ignore Sargon's moves. Open with A2-A4 and follow up with C2-C3, E2-E3, A4-A5, D1-A4, A5-A6, F1-B5, A6xB7, B5xC6, C6xD7, B7xA8—checkmate!

Robert A. Eckel
Farmington, Michigan

Satan's Hollow

When playing the bonus round for the flag points, stay in the center of the screen and shoot when the music ends. This usually takes care of things right away, but it takes practice to find the right place and get the timing right.

Contributor Unknown



The castle has east and west sides. You start on the west. When you build the bridge across to the east side, you see a fast-moving demon that shoots things at you. The easiest way to destroy him is to stay in the same position and wait for him to show up, then fire about six shots as soon as you see him. He'll fly around and run into one of your shots, especially if you have double and triple power.

The same trick sometimes works on the west side with the fire-breathing demon.

Denny Verhoff
Ottawa, Ohio

Save New York

You can have lots of fun just by playing smash the buildings, and seeing who can make the most fall down.

Ryan Fillmore
Gridley, California

S.D.I.

When you're out in your spaceship, try to keep all satellites repaired. Don't worry about the enemy ships.

To win the game, do these things in the order shown:

1. When defending against attacks, never let any Russian missiles hit land.
2. Save the KGB woman in her space station.
3. Destroy **all** enemy ships.
4. Try to keep all satellites repaired.

You cannot destroy all enemy ships until the woman is rescued, so to win the game, save her before attacking ships. Good luck!

*Jason Daunheimer
Waterloo, Ontario
Canada*

Seven Cities of Gold

Remember that food is bought and bartered in relation to the number of men in your party. Decide on the number of men you want first, then how many weeks food you want.

Don't underestimate native communications. Some towns can spread word of your activities to cities you haven't yet visited.

*Steven Gabaris
Flushing, New York*



When you have a good number of men, head for the Inca city, which has a blue mark on it. It is the capital and has a lot of gold.

*Lance Gater
Trenton, New Jersey*



In this game you have to explore North, Central, and South America after buying men, food, ships, and goods. But if you buy only one ship and one man, you can cruise for two years without buying food!

Using this tactic, I sailed from Europe to the Mississippi River, then walked up to the Great Lakes and back, finally returning to Europe, all with no food.

*Marc Meleney
Millersville, Maryland*



Did you ever lose an expedition because you couldn't find your ship? It's enough to make you swear off this game for good. I avoid the prob-

Seventh Fleet

lem by always parking my ship next to a major river. Then if I need to get back in a hurry, I just find the river and follow it back to the ship.

Jeremy Hubble
Belton, Texas



If you continuously attack the natives, you will eliminate them. If you attempt to eliminate the Poor Hunter/Gatherer, the natives go into a strange, slow motion dance, during which time passes very rapidly. Once they start the dance, you should eliminate them as quickly as possible.

Richard Ambrose
Naples, Florida



It's best to look for the Lost City when your ships are fairly empty so that you have plenty of cargo space to store the gold.

Sail to the western coast of South America, where Colombia meets the Panama Isthmus, approximately 5° North latitude. Then sail due west into the Pacific Ocean to the Isle of Cocos, where you will find the Lost City.

Take plenty of men and a few goods ashore to make a fort. The Chief will give you thousands in gold, but if you don't mark the Lost City's location with a Fort, it will disappear before you can remove all of the gold.

When traveling with native bearers, stop frequently to rest. The natives may tell you where to find gold mines and their capital city, which also has lots of gold.

Evelyn Y. Hampton
Chicago, Illinois

Seventh Fleet

If you play the U.S. side, send the Missouri task force to Vladivostok. Before they get there, attack the base with planes from the carriers, then have the Missouri bombard the base. You won't have to worry about the badgers or backfires from that base.

Da Nang has some badgers and backfires also, but they should not bother your main fleet.

Deploy your subs in the Sea of Okhotsk by putting them on station at B2, E2, H2, C4, E4, H4, J4, etc.

David Olson
Langdon, North Dakota

Shadowgate

In the Amiga version of this game, you can get the key from the skeleton by going behind the waterfall into the small cove. Hit the rock on the right side of the wall. Take the leather pouch, and go to the room before the dragon's lair.

Take out the white gem and place it in the hole next to the door. A magical ice blue Orb will appear. Drop the Orb into the shark pool. The pool will turn to ice, allowing you to retrieve the key.

Finally, operate the torch on the pool to retrieve your Orb.

*Preece Thomas
Sunnyvale, California*



To get the platinum horn, Operate it or take it and use the holy water on the hellhound that appears. To get the holy water, operate the cracked stone in the floor of the laboratory with the large kettle of green stuff.

Use the silver arrow to kill the lady that turns into a werewolf. Now you can take the golden spike.

When you get past the Sphinx, go into the room with the telescope. Look carefully at the starmap, and take the star-like comet on it to destroy the Wyvern. Also, operate the map and take the iron rod, which you should put in the flagstaff hole outside the castle Shadowgate. Weird, huh?

Want to get the flute in the acid fountain? Operate the well near the Cyclops, wear the gauntlet that's inside the bucket when you open it, and take the flute. Put it in inventory, then operate it.

*Willi Magdamit
Port Orchard, Washington*

Shanghai

Maneuver your opponent into your corner. Get behind him when he is forced up against the wall, then continue kicking him until he dies. He will be completely helpless and unable to move while you do so.

*Randy Clifton
Conway, Arkansas*

Shard of Spring

Search the Gatekeeper's Tavern well, because it has one path that leads to a lost land, and eventually to Ralith's Tower.

When you're ready to enter Ralith's Tower, camp in front of the

gate and check your spellcaster's spells. The spell Daza Reveli will appear. Cast it, and the gate will shatter.

Once inside the tower, be sure to kill Ralith before pursuing Siriadne. That's the only way to pass the invisible forcefield.

Danilo Valmocena
Windsor, Ontario
Canada

Shogun

Many rooms are hidden in the palaces. To find them, walk diagonally up, if at the top of the palace, and diagonally down, if at the bottom. If you find a room, enter it.

If you have a follower and order him/her to protect you, he will follow you to every screen. Sometimes you have to wait for a protector to appear on a screen you just entered. If you move on before the protector appears, you will lose him.

Don't worry about brick walls. You can usually walk right through them.

Eddie Erdmann
Chunchula, Alabama

Side Arms

The two-player mode will allow you to continue. Try to time the deaths of Alpha Warrior and Beta Warrior apart from each other, because this also makes it easy to continue.

Contributor Unknown

Sigma 7

If you want to get through the first phase on each level, shoot only the lone rocket that comes out after the group. Then go to the far right or left of the screen. Repeat this until you've gotten to phase two.

The straggler ship is the only one that will run itself into your side.

Devin Finney
Shelton, Washington

Silent Service

Here's a way to "hyperspace" in your submarine. When attacking a convoy, approach it and attract the attention of the escorts. When they

come after you, assume a course 180 degrees off that of the main body of the convoy. Maintain this course at a depth of about 200 feet, ensuring that the escorts don't give up the chase.

When you get the Low Battery signal, go to the maximum depth and evade the escorts. As soon as they give up the chase, go to the "continue patrol" map and move your marker two or three marker-lengths in the direction of the convoy. Press fire/F1 to get back to the battle maps; the border will not turn red.

You will find yourself close to the main body of the convoy, but the escorts will still be where you left them. Any damage you incurred will be repaired, and your torpedo tubes will be reloaded. Sink the unguarded convoy before the escorts can rejoin it.

When you get enough experience with submarine tactics, you can go back to playing by the rules.

*Robert J. Stuck
Maryville, Missouri*



Not many captains can resist a convoy of tankers and troop transports, no matter what is protecting them. If you surface far off and shoot two or three guns at the convoy, the destroyers should move in your direction. Put your stern in their face and make them follow you; let some shots go, and if that doesn't kill them all, an aft torpedo or two will do the job. Then the convoy is all yours.

*Frozen Fire
Address Unknown*



If you're sick of being chased and depth charged by destroyers, choose Game Scenario and pick a Night Mission. The destroyers can't see you in the dark, so you are able to stay on the surface. The advantages of surface action is that you can use your deck gun, and you can go twice as fast as when you were submerged.

*Adrian Ali
Bradford, Ontario
Canada*

Sinbad and the Throne of the Falcon

Explore the entire first island, because three people you need to talk to are always there. Be kind to the Gypsy and ask about her health. The shaman will always be on Chustakis, Zatti, or the Agnis land forms.

Don't retreat while swordfighting unless you absolutely have to;

Skate or Die

you'll lose something valuable for completing the game. When you find a gem, take it while it is red.

Steve Schaefer
Shavertown, Pennsylvania



Search the starting island in this order: Allosa, Bocca, Conat, Bocca, Nissi, Damron, sail to Kail, Alkrais, Timon, Hilbers, Timon, and Kail. This route seems to be the most efficient, and you also meet the Gipsy, Libitenia, and the genie along the way.

The eyes of the idols usually follow some sort of line, from the northwestern cities, to the southeastern ones. They almost never show up around Damron or Chaloka.

Blaine Campbell
Spruce Grove, Alberta
Canada

Skate or Die

The Commodore world records are stored on Track 35, Sector 16 of side 1. You can use your favorite disk editor to make any changes. As always, these changes should be made on a backup disk, because one false move can ruin the diskette.

Shane D. Dolha
Regina, Saskatchewan
Canada



A big point getter is when you do a channel jump over the channel aerials. To get between 1,700 to 1,800 points per aerial, do a twirl, then click three or four times. Then do another twirl and a safe landing. Long handplants also get lots of points.

Finally, do a variety of moves, and you will usually get at least a 4,000 bonus points at the end of the 10 passes.

Jesse Ayers
Indianapolis, Indiana



If during downhill jam you get caught behind the fence and you do not want to be shredded, just wait. When your opponent goes far enough away you will automatically be teleported to his/her side.

Justin Stephenson
Evansville, Indiana



At the first electric fence in downhill jam, go between the brick wall sticking out on the left, and the green thing on the ground. This will carry you through a secret garage and will also make it easier to go off the short dropoff, which makes it easier to avoid the second electric fence. Also try to jump on the police car.

*Keith Rains
Duncanville, Texas*



To get an extra high score on the downhill jam (my highest is 20,400), play the game with two players (you and a “dummy”), and punch the lights out of the “dummy!” To do this, set the skaters side by side and punch the “dummy” for as long as you can. The computer will accept your score as a record.

*Juan Rodriguez
Abington, Pennsylvania*



On a downhill race, try a 360 off the skull ramp. It also works off the porch. You can also try hopping the island at the end.

*Keith Rains
Duncanville, Texas*



In the high jump event, wait until your third pass to tweak your air. Once you do it, the player will end his run. If you time your tweak just right, you should be pulling off airs in the 12 foot range. (The real world record is 11 feet). Fly 'til you die!

*Gabe Meline
Santa Rosa, California*



In the pool joust, your best bet is to wait until your enemy comes up to you and goes back down. When he does this, push the button so you will be right behind him. Stay behind him and when he goes up the side of the pool and starts to come down, he will come into you. Just press the button to hit him.

When your enemy has the bopper, try to follow him about two inches to the side. When he goes up to a boardslide, do the same thing and you will remain behind him. Just don't stay behind him when you both go up or he will hit you also. Just push up and parallel to his path.

*Frank Perri
Richmond Hill, New York*

Skate Rock



If the other guy has the stick in pool joust, drop in at the highest point in the pool. On the way down, cross to the bottom. As soon as you hit the lip, go in the air to the top of the pool. Repeat this until you have the pole. It doesn't always work, but it's fun to try.

*Keith Rains
Duncanville, Texas*



On the ramp freestyle, a good move to try is an over-the-channel hand plant. To do this, go to the part closest to the channel (the indented part on the left lip). Drop in, and on the other side do a rock-n-roll, but instead of kick turning out of it, push the button. On the return, do a hand plant as normal and you should get double the normal points. Continue on the right lip, and only do airs on the left. Try to push all airs over the channel, and finally be creative with them.

*Keith Rains
Duncanville, Texas*



On ramp highjump, move the joystick in circles. This is more comfortable, and works better for people who aren't very fast.

*Keith Rains
Duncanville, Texas*

Skate Rock

On the fourth level you have to go through some sticks in the road. When you get to that point, go to the top of the screen, and without going off the screen, go between the sticks and the top of the screen. This will save you a lot of time.

*Steve Kaufmann
Address Unknown*

Skyfox

On the higher levels it's often wise just to head into an enemy unit, blow them away with missiles, then head for home for a new batch of missiles.

*Richard Ambrose
Naples, Florida*



Go for the motherships first, then destroy the tanks and then the planes. If your base is destroyed, you can still win if you destroy all the planes, tanks, and motherships.

Use your laser cannons most; save your heat-seekers for mother-ships; and use your guided missiles against planes that are alone.

Allen Morano
Address Unknown



Always set your speed at zero. Then, when you want to go somewhere, you can press the spacebar for thrust. This aids in maneuvering while shooting tanks.

After you've located a group of tanks, turn on the missile targeting system. Stay as far away as possible, and use your laser cannons to splat them.

Ryan Fillmore
Gridley, California

Skyfox II

To find out where you are in the game (in case you are lost): Type L to display your grid coordinates. Then type O to show the overview map. Move the cursor so that the coordinates on the map match up to the first two digits of the coordinates at the bottom of the screen—and PRESTO—the cursor on the map will show your position in space.

George Mantis
West Hempstead, New York



When playing against enemy ships, head for their starbase and blow up as many ships as you can. When you reach the starbase, destroy it so no more ships can come out. Their base is usually starbase Charlie, and it's tricky, but not impossible, to destroy.

Angelo Infelice
Mount Vernon, New York



You can use zero speed to avoid steering through asteroids at speed 4. Set your Autopilot, and put one finger over the 9 and one over the 0. The instant you hit an asteroid, press 0. The instant your shields reach full charge, press 9.

For easy I.D. and attack practice, go to a starbase in Beachhead.

Jimmy Williams
Lexington, Kentucky

Slap Shot Hockey

To defeat your opponent, tap the fire button to trip him, then take the puck toward his goal while holding down the fire button. When he catches up to you, let go of the button. The puck will fly over the goalie's head.

*Matt Carpenter
Satellite Beach, Florida*

Space Ace

When you start out, get enough money to buy a couple of shields. You'll survive longer.

*Jamie Talton
Wetumpka, Alabama*

Space Harrier

When the flying dragon appears at the end of the first stage, keep firing at its head. Don't worry about getting killed. Because time stops when you get killed, you can make it to the next stage with about five seconds of time. After that you have all your lives.

*Juan Rodriguez
Abington, Pennsylvania*



Because this is my favorite game, I've done some research and found some POKEs that might be fun to use in the Commodore version.

Load the program, and when the READY prompt appears, enter:

POKE 1011,248 : POKE 1012,252 : RUN

Press the Return key to load the next part. When it has loaded, enter:

POKE 816,167 : POKE 817,2 : POKE 2096,248 : POKE 2097,252
SYS 2061

When the computer resets, make any of the following POKEs:

POKE 53277,3 - Gets rid of all poles

POKE 14212,234 - Speeds up the game

POKE 7673,0 to 15 - Changes shoe and jacket color

POKE 7797,0 to 15 - Changes trouser color

When everything is finished, enter SYS 2128 to start the game.

Contributor Unknown



For infinite lives, load the Commodore version of the game, use your reset button to reset the computer, then enter:

POKE 6010,234

POKE 6011,234

POKE 6012,234

SYS 2128

*Adrian Zenker
Buenos Aires, Argentina*

Space Taxi

When depositing or picking up passengers, land as close as you can to the point where they materialize. They will give you larger tips.

*Blaine Campbell
Spruce Grove, Alberta
Canada*



To get to the mystery screen or repeat level, turn off the disk drive. Turn it back on and you can enter the next level. If you want to get to the mystery level, leave the drive off until the clock reads 24:00, then turn the drive on and complete the level.

*Stephen Chouinard
Greenbrier, Arkansas*



After the Commodore version of Space Taxi loads, use your reset button and enter:

Space, the Ultimate Frontier

POKE 26989,29

SYS 16384

Your taxi will now pass through all obstacles.

*Paul McDonell
Vancouver, British Columbia
Canada*

Space, the Ultimate Frontier

For a really easy game, press the F key and F8 key, then type a 2. Press F5 and F3. You'll get first strike and five starbases.

*Shane Doucette
Fort Qu'Appelle, Saskatchewan
Canada*

Speed Buggy

Don't jump the logs—they slow you down. You can finish easier if you stay near the middle of the road.

*Joe Page
Menville, Iowa*

Spell of Destruction

When entering an unfamiliar room for the first time, you never know what you're up against. It's wise to stay near the door so you can listen for the telltale music, wait for the attacker to show itself, then make an emergency exit. Once you're outside, you can prepare the proper spell and work out your strategy against the aggressor.

*Robert Wu
Monterey Park, California*

Spellbreaker

Here's how to get past the Ogre: Go down from the first cube room, and a Roc will carry you to its nest in the Flathead Mountains. Get the scroll with the Caskly spell and Blorple the cube. Go to the room with the zipper, get the zipper and the scroll inside and cast the Girgol spell.

Go to the middle of the cliff and get the Throck scroll. Go up and take a rock. When you're about to die, Girgol. Go up until you are off the boulders. Caskly the hut and enter it. The cube will be free from the

wall. Blorple the new cube and go to the meadow.

Instead of cutting the weed, pull it out of the ground, take it to the Ogre's cave and plant it. Throck it and watch the Ogre sneeze his head off. Whew!

Aaron Maupin
Fresno, Ohio

Spelunker

Use this *only* with a backup copy of your disk. If you have a reset button on your 64, get the game up and running, but when the title appears, press the reset button and run this little program:

```
100 REM SPELUNKER FIXER FOR THE COMMODORE
    64
110 FOR J=18939 TO 18941:READ K:POKE J,K
    :NEXT
120 FOR J=18951 TO 18953:READ K:POKE J,K
    :NEXT
130 DATA 169,000,234,169,000,234
140 SYS 4096
```

The only way you'll lose a life now is by falling and by running out of energy. Watch out in the small pits—you won't lose a life, but you can get stuck in the bottom.

Dave Newberry
Duluth, Minnesota



Get all of the keys on all the levels. You'll need them all to win.

Ryan Fillmore
Gridley, California

Spiderbot

This clue is for players who have found the large stone hand. On that screen, position yourself slightly to the left of the hand's thumb. Release a rock-hopper, which will jump up and grab the chain hanging from the thumb. The hand will open, and a piece of the Spiderbot will fall out. This will help you in your quest to become a Spiderdroid.

To make your robot look like a pogo stick with an upside-down head, enter these commands after the Commodore version of the game is loaded:

Spiderman

POKE 2855,0

RUN

Try replacing the above POKE with POKE 4998,255. Then, when you tap your joystick backwards, you'll be able to sink through the surface below you, entering the screen below.

*Eddie Erdmann
Chunchula, Alabama*

Spiderman

If you appear to be climbing the side of the building, try to Climb Ceiling. It might be one of Mysterio's illusions.

Take the Calcium Carbonate and Hydrochloric Acid to the Chem Lab and mix them. (Don't forget to Take Calcium Chloride after mixing the two ingredients). Give the Chloride to the Lizard.

To get rid of Ringmaster, close your eyes before entering his room. Twist the knob, then push it. Open your eyes. What do you see?

Gems are hidden in tool niches throughout the elevator shaft. Asking your enemies (for example Ask Ringmaster) will provide some useful information.

*John Shull
Fayetteville, North Carolina*

Spindizzy

Press the Run/Stop key for some notes from the author. Don't forget that switches can also change things.

There are many puzzles in Spindizzy. Work them one at a time, then try to win.

*Russ J. LeBar
Doniphan, Missouri*

Sporting News Baseball

When playing against the computer, make all your pitches low or low strikes. All computer batters will then hit ground balls, and you'll have a chance to throw them out at first base.

Occasionally, throw a high fastball with two strikes and get the strikeout. I have pitched a perfect game using Nolan Ryan of Houston using this strategy.

When batting, just swing down the middle. You'll get good wood on the ball, and hits will happen.

Roger Lampman
Address Unknown



The best way to strike out any batter with any pitcher is to use a high, outside slider or fastball. My rule of thumb is five clicks to the outside and five clicks up.

To throw the batter off, use a curve ball and pitch low and outside occasionally. Vary the numbers five to 12 outside, and three to five up. With this, my personal best is 24 K's.

If you have a runner on second and the batter hits the ball to first, the pitcher will cover first. As soon as the ball is hit, advance the man on second to third. After the first baseman throws the batter out, the pitcher will throw from first to third. As soon as the third baseman throws the ball back to the pitcher, advance the runner on third to home. Keep going no matter what. If you time it right, the runner will always score.

Chris McDevitt
Warminster, Pennsylvania

Spy Hunter

If you're in the desert, or on the icy roads, follow the weapons van. As long as you follow it, the helicopter will not appear. When a new weapons van is about to appear, destroy the old one—otherwise the new one will never appear.

Quoc Nguyen
Tacoma, Washington



Wait until the road widens, then drive over to the right edge, not completely on the black border and not totally in the trees, but halfway between the two. Increase your speed to maximum and relax until around 12,000 points. At that time, avoid the limousine. This trick allows you to skip the boats and the helicopters. But if you ride over water past the broken bridge this way, the bridge will keep coming until you go into your speedboat.

David Bennett
Matthews, North Carolina

Spy vs. Spy Series



When you're dropped off by the weapons van, next man truck, or tug boat, stay behind it for as long as possible. This will wipe out most dangers such as mines, cars, and boats.

Nathan Gibbs
Fernandina Beach, Florida



To gain lives in this game, just get into your boat, go full speed and shoot enemy boats, boats, boats! Caution: watch out for islands at this speed.

Brennan Soutar
Address Unknown



To gain a lot of points and to get extra cars, stay in the water as much as possible and hold down the fire button. You will rack up a good score shooting all the boats, but there is no way of getting weapons in the water.

Also, try to keep weapons, vans, trucks, and tugboats on the screen, because when one of these is out, the helicopter, the worst threat of the game, cannot come out.

Contributor Unknown

Spy vs. Spy series

I've noticed that in swordfights, the player to the left has a slight advantage. His attack is first and seems to be somewhat faster than the other player's.

Michael Kimsal
Mt. Clemens, Michigan

Spy vs. Spy I: The Island Caper

Go to the room with the airport door, and booby trap all the doors. The computer spy won't come here until he has collected all the objects. When he finally comes, he gets killed. This allows you to go back into the room, get the briefcase and leave by the airport door.

Mata Hari
Leuwarden, The Netherlands



Go straight to the door where you fly the plane and let the other guy change the stuff. When he tries to go out, kill him. Get the passport and go out the door.

*Patrick Goguen
Plymouth, Massachusetts*



When your opponent is following you, set a time bomb in the room he happens to be in, then go to the next room and stand by its doorway. Your opponent won't leave his room, and the time bomb will teach him a lesson.

*Nicholas Hammond
Moline, Illinois*



When you play another player, try hiding your equipment in something. I like to use the painting in the room that leads to the planes.

*Dave McGirth
Las Vegas, Nevada*

Spy vs. Spy II: Embassy Espionage

Find any piece of the rocket and dig pits around it. Stand off to the side and let the computer's spy fall into the hole. When he climbs out, start shooting him. (You *did* get the gun didn't you?) If you didn't get the gun, be ready to start inflicting some heavy cranial damage with the sword.

On a worse note: if the computer is about to complete the missile, he won't stop for you. Your only hope will be to booby trap the areas between the quicksand, giving you a chance to steal the missile. (This will be your last chance, so be quick about your business.) If all else fails, hit the 5 key. No opponent, no matter how dogged and relentless, can overcome the reset button!

*Matt McLaine
Walterboro, South Carolina*



One way to beat the computer is to set its I.Q. on 1. When the game starts find him quickly, attack him from the right and jab the black spy in the stomach until his strength runs out. If he starts to run in circles, quickly catch him and start jabbing again. He is just trying to regain

Spy vs. Spy III: Arctic Antics

strength. Once he is dead find the missile parts and go to your submarine. It works every time.

Jeremy Alexander
Address Unknown



When playing the computer, go to the area where the submarine is and place a mine, pit, or other trap by the entrance. When the computer collects all the parts, or needs one more in your area, he'll come to where you set the trap. As soon as he springs it, take his missile parts and proceed to the submarine to win.

Ray Chagnon
Salem, New Hampshire



Plant coconut bombs and punji pits at the openings at the top and bottom of the screen (make sure you don't fall into your own traps). Your opponent will have no way of avoiding them.

Also, when your opponent has the three missile parts and is trying to get off the island and onto his sub, plant bombs and pits on the shores of the island.

If your enemy is looking for a missile part that you own, drop it near a tree and plant a snare right on top of it. The enemy will think he's getting a break when he sees the piece out in the open, but suddenly he'll be up in the tree.

Brian Larson
Delavan, Wisconsin



If you have a missile part and you don't want it to hinder you when doing other things, drop it behind a tree trunk. If you have several missile parts, be sure to drop them separately behind different trunks. Your opponent will go crazy looking for your part or parts.

The submarine will usually wait for you at the top left bank.

J. Ph. Tholé
Asunción, Paraguay

Spy vs. Spy III: Arctic Antics

If your opponent goes into an igloo, saw a hole right outside the entrance. He'll probably fall in. Water works, and so does dynamite, if you have the detonator.

Joseph Lafiosca, Jr.
N. Lauderdale, Florida



Find the rocket silo and enter it after the bear chases you about. Don't move, but access your trapulator, choose your saw, and cut a hole in the ice. If your opponent enters the silo without all the required items, he will fall through the hole you have made. (Hee hee hee!)

Scott Johnson
Lubbock, Texas

Star Fleet I

When you're in the same quadrant as starbase and ready to dock, deploy any leftover torpedoes. After docking with starbase, send a shuttle to get the mines so you can start fighting with over 20 torpedoes. The most you can have at once is 30.

Rickie Knapp
Address Unknown

Star League Baseball

When an extremely hard-hit ball goes directly to the left fielder, charge the ball and, without hesitation, throw it to first. It is possible to get the runner out.

Rene Morales, Jr.
Harlingen, Texas



Here are some tactics to use when playing the computer. If there's a man on third and the batter gets a base hit, don't cross the plate right away. Wait one or two steps from home, crossing it only when the fielder throws the ball home. The man on first can easily move up to second.

When the computer hits a slow ground ball to center or left, wait next to the ball until the runner is five or six steps away from second base. Then pick the ball up and fire it to second. Most of the time, you'll get him.

If you have a man on second with none, or one, out and a ball is hit to the infield, the computer will throw it to first. Now comes the good part. Wait one or two steps from third while the play at first is completed. At the instant the first baseman touches the ball, break for home. The computer will throw the ball to third, and you'll score an easy run.

Joe Doktorczyk
San Pedro, California

Star Rank Boxing



If the batter hits a fly ball when you're trying to steal, you can often take your base without having to tag up.

*Robert Kelly
Fayetteville, West Virginia*

Star Rank Boxing

If you are in deep trouble in a fight, press the F1 key to stop the fight and restart the game. I use this tip all of the time, and am undefeated at the rank of four.

When fighting Thunder Thompson, build up on strength. Once you've hurt him, just keep punching until he's down for the count. As with most human fighters, if you hurt them it's in the bag.

*Matt Johns
South Euclid, Ohio*



When your endurance is low, use jabs instead of crosses. Jabs conserve endurance.

*Cory Moore
Westlock, Alberta
Canada*

Star Rank Boxing II

When you fight Bulldozer Gannon for the first time, use a cross, but start off with a hook. He's very vulnerable to big punches so throw them. Move in and out yourself, because all he throws are big blows.

Contributor Unknown

Star Trek: The Promethean Prophecy

To destroy the Romulan ship, wait until Spock says that he detects an image. Fire photon torpedoes at the image until it's destroyed.

To pass through the yellow gate, give Weelomin the holo from the ship. He'll give you a yellow gem. Show it to the guard, and you're in.

*Brian Hamilton
Pataskala, Ohio*

Star Wars

If you want a fast way to the Death Star, simply start the game and press the Restore key and the spacebar simultaneously. This should stop most of the fighters. Repeat it to stop the rest of them.

Contributor Unknown

Starcross

To get the yellow crystal rod, give the portable library to the giant spider. To get the silver one, look inside the gun before you fire it. To get the clear rod, look through the black rod inside the observatory's laser projector. To get the brown rod, find the alien chief and wait until he points at your space suit. He will give you his old space suit. When he's finished, point at the brown rod and it is yours.

Take off your space suit and climb the tallest tree you can find. You'll end up with the silver control bubbles.

If you want to end your career as a black hole miner, try to go to home, Earth, or Mars. Also, try to shoot the computer, the alien chief or the giant spider.

Vincent Maldia
Dolores San Fernando Pampanga, Philippines

Starquake

Here are the names of all the stations: Astra, Hylis, Metre, Plasm, Z.A.P., Femur, Polar, Malis, Meson, Kappa, Xenon, Chasm, and Cosin.

Ernesto Jorge Ahuad
Buenos Aires, Argentina

Stationfall

Want to gain access to the village? Go to level 7 and get the crumpled Village Entry Form out of the trash. Take it to the laundry on level 3 and iron it. Now you can insert the form into the slot at the connection to the village.

Need to get to the space station? Match the time on your chronometer with the corresponding number on the Astrogator's navigational data chart. You'll get the coordinates the Spacetruck is to follow.

Jason Phlaum
Laquinta, California

Stealth

You can get extra power by going through the positive power fields. If you go through slowly, you can get several times the usual amount of fuel.

Harry H. Eleas
Bristol, Tennessee

Stealth Mission

When playing the Battle at Sea Intermediate Mission, press CTRL 9 as you are flying toward the refueling plane. All your targets will be displayed.

Tri-Tech
Richmond, Virginia

Street Fighter

To beat Adon, just keep giving him uppercuts.

Zach Westfall
Brandon, Manitoba
Canada



If you lose in spite of playing and fighting well, push the C key right when you die. You'll be able to continue your game.

Basil Ansari
Bradford, Ontario
Canada

Street Sports Baseball

Put the strongest-armed players in the outfield. When the ball is hit to them, immediately throw to first base. As you'll see, many of the runners won't have a chance.

Fred DePaoli
Hammond, Indiana



When you are batting, the best time to hit the ball is when it's about halfway to the plate.

Lenny Vaysberg
Brooklyn, New York



When playing this game for the first time, pick old teams until you understand the characteristics of the players. The best team for beginners is the Rockets.

For better fielding, change the positions to this: Vic, pitcher; Dana, first base; Kim, second base; Kevin, shortstop; Kitty, third base; Radar, left field; Bob, center field; and Magic, right field.

Don't change batting positions, and you'll do fine.

Ravi Janarthanan
Address Unknown

Street Sports Basketball

After you pick your court and mode of play, you have the coin toss. Pick heads the first time, then tails. They always start with heads and alternate.

The best lineup is Butch, Magic and Kevin, if you can get them. Use Magic where he can use hook shots.

When you have possession and you're taking the ball out of bounds, run your player to the edge of the screen. Press the fire button to throw the ball to him, then make for the basket to get an easy score.

*David Hinchey
Ronda, North Carolina*



Always pick Kevin for one of your players, because he is the most accurate shooter. He hits about 98 percent of his shots.

The best lineup is Kevin, Magic and Radar.

*James Kovacs
Novi, Michigan*



If you want to change the names of the players in the Commodore version, use a sector editor on Track 6, Sectors 1 through 4.

*James A. Garbarsky
Brooklyn, New York*

Street Sports Football

If the computer's quarterback tries to run the ball, run toward him but do not tackle him. You'll force him into the end zone for a safety.

*Ricky Rawlings
Address Unknown*

Street Sports Soccer

Use Radar, Ralph, and Dana, with Dana as your goalie. Don't use your goalie when the other team takes a shot. It will be stopped most of the time.

When the opposing team is on a break, stay at midfield. When your goalie saves it, kick it quickly for an easy one on one.

In the street, run along the bottom edge. The defense will run into the cans and give you move time.

Get the ball and maneuver to the bottom of the screen, then go to

the lower corner of the computer's goal. Shoot the ball behind the goalie, and you'll usually get an easy goal.

Kent Disch
Sun Prairie, Wisconsin

Street Surfer

When you're moving fast and get pulled off the road because of a sharp turn, push the joystick to the top corner in the direction of the turn. Keep tapping the fire button until you're back on the road. This trick will keep you from dying.

Nick Agee
Abbottstown, Pennsylvania

Strike Fleet

When dealing with subs, don't wait for Effective Range before getting a torp in the water. This will keep the sub busy until you can get into kill position.

Remember that Ivan's torps have greater range than yours. Also, the British have lousy ships—nothing works as well as its American counterpart, and the Max Effective Ranges aren't very good.

To get a Helo back on board for refueling, get into the cockpit when the fuel is running low. Increase the time compression to 128, and soon the display will tell you that the Helo is returning. Wait until it's back, then carry on.

Don't fire only from a single ship. For better radar tracking and more efficient use of missiles, use one missile from each ship you have.

Chaff is only good at less than five miles. Use Helos to target Silk-worm bases in the Gulf.

A. Campnest
San Antonio, Texas



When fighting a large Russian surface group, choose a ship with many air-to-air missiles, preferably a cruiser or a frigate.

When fighting Russian cruisers, frigates, or battleships, don't fire your missiles immediately, because the Russians will shoot them down. Instead, close in to 30 to 60 kilometers and shoot down any missiles aimed at you. When you get closer, fire your surface-to-surface missiles, five for each ship if possible. Save the more powerful Tomahawk missiles for the final blow.

To evade a torpedo, go immediately to maximum speed and set your sonar to passive. Then turn your bow or stern to the torpedo, turn off your turbines, and turn while coasting. This gives the torpedo nothing to home in on. Cross your fingers while waiting for the outcome.

Phalanx autocannons are more accurate if fired manually.

Sometimes a distant submarine can first be detected by radar when it surfaces or raises its periscope.

When escorting tankers into the gulf, bring a Perry frigate and two Pegasus hydrofoils. When you're attacked by two groups of four-armed speedboats, break off one hydrofoil to each group; continue escorting the tankers with the frigate.

When attacking speedboats use your guns, saving the Harpoons for the Silkworm launcher. When passing Kharg Island, be on the alert for Silkworms. As soon as you see one, look for its launcher and head for it at maximum speed. When a Silkworm enters your air-to-air missile range of about 30 kilometers, shoot it down, but conserve your missiles. One missile per silkworm is best.

When you're close enough to the launcher, fire Harpoons one at a time until you hit it.

Vincent Maldia

Dolores San Fernando Pampanga, Philippines



When playing mission five, have at least one hydrofoil in your fleet. Use it for scouting ahead of the fleet, and to destroy the Silkworm missile launchers and enemy boats. Destroy them before they come within missile range of the rest of the fleet.

Brian Coy

Boston, Kentucky

Strip Poker

When you play Melissa, bluff \$25 if she doesn't bet anything. Don't try this trick with Suzi.

James Reese

Address Unknown



If you know how to rename files on a disk, you can make this game a snap. Just rename any girl's 2 file to something having nothing to do with the game. Then rename the same girl's 5 file to her 2 file.

Strip Poker II

Now when a girl offers some clothing and loses, she'll lose everything she has!

*Ed Cwiklinski
Bethel Park, Pennsylvania*

Strip Poker II

To achieve your goal in this game, load the Commodore version of the main program and enter LIST 6070. The following line should appear:

```
6070 ZZ=2:POKE 53274,0:POKE 53265,43  
      :AA$=OP$+"1":LOAD AA$,8,1:REM A
```

Change the 1 after the OP\$, to 5. It improves the game 100 percent.

*Chad Schmitt
Address Unknown*

Sub Battle Simulator

Here's an undocumented command for this great game. If you simultaneously press the Commodore key and the letter V, you'll see the Target Book from the instruction manual.

This is very useful when the Target Data Computer only gives you the distance from your sub to the enemy. With this new command, I can decide to dive and place a mine if the enemy is a destroyer, or sit and attack if he's a merchantman.

*Jimmy Benson II
Hickory, North Carolina*

Suicide Express

Each time you fire, a bomb comes out of the top of the train. If you keep your fire button down, the bomb goes higher. Use the bomb on the planes that come.

*Derek Hansen
Wheaton, Illinois*

Summer Games

The world records for the Commodore version of this disk are stored on Track 15, Sector 5, under the name WR. If you have a track and sector

editor, and if you can stand a little innocent cheating, you can change the records to whatever you like. Never make any changes on your original disk, because one mistake could put you on injured reserve forever. To be on the safe side, use your backup copy.

David Lu
Tucson, Arizona



The disk file named WR holds all of the world records. Rename this file as something else (maybe RW), and when you start the game, the computer will establish another WR file. It's an easy way to get your name into the record book.

Michael Kimsal
Mt. Clemens, Michigan



To skip the opening ceremonies, simultaneously press Run/Stop and Restore. You will immediately go to the main menu of the game.

Rob Abramowitz
Address Unknown



In the 100 meter dash, the objective is to gain speed by jiggling the joystick as fast as you can, either up and down, or from side to side. You can do this more comfortably by moving the joystick in circles, either clockwise or counterclockwise.

Jonathan Stapinsky
Winnipeg, Manitoba
Canada



If you disqualify yourself in the 100 meter freestyle, you'll always get the gold medal.

Deepta Bhattacharya
Address Unknown



In the 4 x 400-meter relay event, you can actually do better if you lose to the computer. Let the computer win by purposely dropping the baton and going as slowly as possible. With practice, your time can be just under two minutes.

Jonathan Stapinsky
Winnipeg, Manitoba
Canada



To get a higher difficulty factor and improve your score when diving, push the joystick to the right before jumping. Halfway to the water, push it down, left, then up, as fast as you can.

On forward and backward dives, hold the joystick to the right before jumping and push up to come out of your dive when you reach the judges. On reverse dives, come out of your position just before entering the water.

In gymnastics, you can get the highest possible score if you press the button to jump then hold your joystick forward to come off the mat sideways. When your gymnast is in the vertical upside-down position over the horse, press the button. This will give you enough speed to do at least two somersaults.

Patrick McNair
Address Unknown



For scores in the 9 to 10 range in platform diving, press the button and push to the left for a crouch position, then release near the water. This will work no matter what type of dive you do, and, if you do it right, you will see my point.

Tony Heydon
Address Unknown



When pole vaulting, you should use the medium pole grip for 4.00 to 5.10m. This pole grip is much more maneuverable than the high pole grip. For greater heights, use medium- to high-pole grips, depending on your ability level.

Tony Heydon
Address Unknown



In the pole vault event, it is possible to go under the bar at six meters and up, with the jump still counting as a good one. Set your grip for low, and with a little practice you'll be vaulting like a real (?) champion.

Andy Desak
Monessen, Pennsylvania



What's the easiest way to win a gold medal in swimming? Cheat! Just false start all three times. If you're competing against another swimmer, you'll both get a gold medal and 10 easy points.

Paul Jordan
Address Unknown

Summer Games II

The Commodore world records are on Track 18, Sector 13. You can change them if you have a track and sector editor. Make sure you do it on a backup disk, because one mistake can ruin your disk.

Mark Cosentino
Lincoln Park, New Jersey



You can play the 100 meter freestyle and the freestyle relay, even if you don't have Summer Games I. There's no way to get a world record on these, but you can still have fun with them.

Contributor Unknown



In fencing, push your button and move the joystick diagonally down. When you do this the computer will do the same. Sometimes both you and the computer will get hit, but most of the time you will hit the computer and usually get a world record.

Chad Rowley
Address Unknown



The objective in the javelin event is to gain speed by pressing the fire button as fast as you can. It is much easier if you use a joystick with an autofire feature. I was able to increase my world record to 101.31 meters.

Jonathan Stapinsky
Winnipeg, Manitoba
Canada



In the javelin event, just before you touch the line, push to the lower left-hand corner. You should get a minimum of 70 yards. I hope it works for you.

Patrick Pochino
Address Unknown



If you have a rapid fire device, use it for the javelin throw. When your man begins to run, hold the button until he reaches the dot between the flags of France and Japan. Push the joystick back diagonally left until the javelin is at about 70 degrees and release it. I've gotten over 100m doing this and you should get past 90m.

Danny Correia
St. John, New Brunswick
Canada

Super Bowl Sunday



For a little extra distance in the triple jump, push the joystick up after each maneuver. For example, right, up; right, up; and left, up. Using this trick, I raised my maximum distance from 17.15 to 17.55.

Chris A. Bonk
Glenavon, Saskatchewan
Canada

Super Bowl Sunday

This game's name was changed to Super Sunday. Look there for some very good tips.

Lou Sander

Super Cycle

For maximum acceleration, shift gears between 9,000 and 10,000 rpm. Any lower, and the acceleration is sluggish. Any higher, and it's less efficient.

You're more likely to do well if you avoid constant acceleration and deceleration. A speed of around 120 mph seems to work best.

If possible, try to set a speed where you stay just behind a couple of bikes. There will be less chance that a bike will come from behind and wipe you out.

David Bennett
Fredericton, New Brunswick
Canada



To master the quick turns, watch the lane dividers at the top of the screen because they change direction, indicating the direction of the next curve. Then when the curve comes up, you'll know which way to turn. This is useful when you've become disoriented after ducking and dodging other motorcycles.

Sidney Blaylock
Address Unknown



When you first start out on any track, wait until you hit 40 mph then hit the button to change gears. Wait until the odometer registers 79, then switch to third gear. This will give you lower time when you finish.

Carl Bloomfield
Address Unknown

Super Huey

I love this program, but it is frustrating to wait so long for the engine to warm up. One day, I discovered that if I brought the rpm down to 120, the initial warmup time was reduced by over half.

Michael Schroeder
Hudson, New York



If you have trouble with fuel consumption, just land and shut off the power. When you start up again, you will have a full tank of fuel. I know this works in the EXP mode.

Keith Stevenson
Address Unknown



When playing Combat, you will sometimes see an Airport base. Most of the time it is an enemy base. If it is an enemy base, most of the time it will have a hard-to-see black dot. Destroy some, but not all of the enemy base, because this will lessen the number of enemy Hueys you'll have to destroy in the air.

Bryce Nickell
Springfield, Ohio

Super Huey II

If you play Mission Renegade, the fastest way to find the stolen Huey chopper is to fly directly at 45 degrees right after you take off. You'll find action right away.

When you fight the enemy a while and pass him, go back the opposite way and you'll find him again.

Paul Holstein
Fairmount, North Dakota



Sinking ships is easy if you know how. Take off and fly at an altitude of approximately 200 feet. Once you see a ship, pull back on the joystick until you have completely stopped. Level off and then dive at it. Keep pushing the pitch up and down and pushing the fire button. With a good aim, you'll sink 'em every time.

Craig Henden
Address Unknown

Super Mario Bros.

If you reach the very end of World 8 and have already used your mushroom, hit the first block of the little room and jump up. You'll hit a warp.

Gary Holmes
Nederland, Texas



On the worlds with the spiders, just keep running until you get to the spider; then jump. If you can't beat the pterodactyls, run to the end without stopping.

If you can't beat World 33, try this trick: When you land on the floor, run directly toward the pterodactyl, stopping when you are two or three inches from the wall. If you do it correctly, it will seem as if you ran directly through him.

Patrick Lam
Twin Falls, Idaho



To save the princess on level 33, you must keep running until you reach the green flying dragon. Once you get to it, jump on its back and it will disappear. The princess is on the top of the stairs, where you can save her by touching her body.

Arbi Sookazian
Herndon, Virginia

Super Sprint

Do the hardest tracks first, so you get the oil slicks, whirlwind, and sand traps on the easy tracks.

Matt Van Boven
Bellingham, Washington

Super Sunday

With this offense, you can complete every pass and throw for over 700 yards per game: On the first screen, pick Short Pass A. On the second screen, choose formation 2, 3-Backs. On the third screen, use either quarterback. When you come to the final menu, pick any receiver except your running backs.

This defensive line up will usually block field goal attempts: Use the 1 = Run defense; then on the next screen use 1 = Top OLB, 4 =

Bottom OLB, while also using the short yardage defense 7 = 6 Man Line.

Fred DePaoli
Hammond, Indiana



This fascinating game has one very interesting glitch which you can use in one-person play against the computer. Here's how:

Select any visiting team, then select team 13, the 1981 San Francisco '49ers. The fault in the program is San Francisco's backup quarterback, Guy Benjamin.

Guy gets great yardage when you call a quarterback sneak and choose a pro-set (#1) offensive formation. While he'll sometimes be tripped up for a slight loss or a short gain, more often than not, old Guy will rip off an 18-19 yard gain! Call his number repeatedly to give the '49ers a new dimension in their weak running game.

How good is this trick? I played a regulation game to test it, and Benjamin ran for 511 yards in 51 carries, with four touchdowns against a tough New York Jets defense. I threw an occasional pass to keep the defense honest, but I don't think I needed to.

Another interesting note: quarterback running stats aren't shown on the Super Sunday printout, so you'll likely have some odd looking stats after the game. Because Benjamin's rushing yards didn't show up, the stats in my test game showed the 'Niners gaining 64 yards passing and four rushing, but scoring 35 points!

I've noticed that this game is now sold under the name Super Sunday. I don't know if the new version has been glitch-proofed or not.

Harry Calhoun
Pittsburgh, Pennsylvania



When playing against the computer and time is running out, you can use your opponent's time outs. Just press the F7 key when the main screen appears. Remember, he only has three time outs.

Victor R. Heredia
El Paso, Texas

Super Zaxxon

In the tunnel, the enemy planes will go slower if you keep the fire button down.

To get through the force field in the second scene, match the lines on the wall and on your altimeter. Go slightly higher than the line on

your altimeter, and you can safely go through every shield until you reach the dragon. Watch out for obstacles that get in your way.

To destroy the dragon, put the altimeter to the fourth line and shoot him six times in the mouth.

Howard Weisbaum
New York, New York



When the first heat-seeking missile appears, fly a collision course toward it, but pull up immediately before impact. If all goes well, you'll fly safely over the missile.

Cliff Wall
Mulberry, Arkansas



When fighting the dinosaurs, you can safely dodge the fireballs by going as far down on the screen as possible. The fireballs will go over your head.

Jeremy Ables
Granbury, Texas

Superstar Ice Hockey

If you absolutely **have** to win a game, here's a foolproof way to do it, provided you have 500 to 600 trading points. Draft a goaltender with absolutely no skills, then trade him to the opposition for all of your trading points. The trade should be successful, and when it is, you can score on every shot on goal.

Another powerful tactic works when you have control of the puck in the opposition end. Skate to the side of the net onto the boards closest to you. Then skate up to the goalie and jam a pass into the short side. If it is done correctly, it has a 70 percent success rate going left-to-right and a 95 percent rate going right-to-left (second period). Don't push this one—it led me to two consecutive undefeated seasons!

Chris A. Bonk
Glenavon, Saskatchewan
Canada



To score an easy goal in the first and third period, start in the middle of the rink and hold to the right. Go in, and the goalie will let you go through and score. Sometimes you will get knocked down or an opponent will take the puck from you.

Chris Coe
Address Unknown



If you really have to win the Cup try this: During your first year, recruit a player and give him no skills. Trade him to a good team like Edmonton, Philly, Washington, Calgary, or Minnesota. During the season have your record end 3 to 4. Recruit players with no skill and trade for good players. You don't have to include trading points.

*Lance Gater
Trenton, New Jersey*



To score more goals after taking a shot, press the Restore key before the goalie has a chance to block your shot, then press the spacebar. Somehow this disorients the goalie, allowing you to score. When you shoot using this method, lift the puck off of the ice. These types of shots have a higher chance of scoring.

*Chad Paulson
Villard, Minnesota*



If you try the Restore key tip described in the above tip, try it at least three times in a row. Be very sure that the puck is on net; if it isn't, the other team will usually get it and skate it in on your goalie.

*Tom Donovan
Aston, Pennsylvania*



When your opponent scores a goal, immediately check as many of his men as you can. If the referee calls a foul, the goal will be disallowed! You'll spend some time in the penalty box, but that's a small price to pay for saving a goal.

*James Quirk
Lynbrook, New York*



When someone is trying to steal the puck from you, shoot it over the wall. You will go back to the coaching screen and start a face-off.

Contributor Unknown



When having a center face-off during a practice game against the computer, push and hold the joystick in the direction you are going. One of three things will happen, and two of them are to your benefit: the computer might check you and get called for a penalty (your advantage); the computer might check you and get away with it (your disadvantage); or you will be able to skate to the goalie untouched, with the goalie jump-

ing out of your way as you move at him. If you push the button just as you touch the net, you'll usually get an easy goal.

*Dave Danielson
Brookfield, Illinois*



If you're playing center and get a breakaway, skate just a little below the center near the blue face-off circle in the offensive zone. This should make the goaltender come out. Wait until you have a good shot, then take it. You should score with little difficulty.

*Mark Havinga
Fort Macleod, Alberta
Canada*



Want to win again and again and again? Learn this shot.

Skate right up center ice, and when the goalie moves forward to block you, quickly jerk down and shoot the puck. He has a very hard time jumping down in time to block your shot.

Once you get this shot down, you can remain almost undefeated.

*Michael Denman
Katy, Texas*

Superstar Soccer

I always win many games by trading with a team in the left column of Division 1.

*David Ross
Wheeling, Illinois*



It is wise to have an up-to-date backup disk for this game. If you have a couple of injuries, you could get into a deep hole. With the backup disk, you can replay the game from the start.

*Sefrak Atikian
Detroit, Michigan*



Imagine being undefeated every year you play. It can be done with this trick, but you'll need a quick center.

In the second half, force the goalie to hold the ball. This will cause the ref to call interference on you and to award a corner kick to your opponent. Make sure that your opponent will be taking his kick from the bottom part of the screen. When the whistle blows, run straight

down. The ball will be kicked right to you, and the goalie will usually fall to the right. All you do is kick the ball in for a goal.

This trick has given me 13 consecutive undefeated seasons, division championships, 99 goal seasons and Sportime cups.

Sefrak Atikian
Detroit, Michigan

Suspended

When the humans enter the complex, wait until they fall asleep. Then take the toolbox and run to the maintenance room. They will find you and take the toolbox, but they'll fix the leak and delay your death until at least the 180th turn.

You can use the wedge to get from one level to the next. Get it from the sub-supply room and put it at the base of the step in the Hallway Junction.

To repair Iris's sight, get Waldo and pick up the box in the middle supply room. Have Waldo wear the useful microsurgery arm and open Iris. Remove the rough object, replace it with the rough device, and close him up.

Don't go through the cavernous room after the cooling system is damaged. The acid will destroy any robot you send there. The cavernous room is only safe before the cooling system is damaged or after the humans have fixed the leak in the maintenance room.

Chris Phillips
Muncy, Pennsylvania

Swiss Family Robinson

There are two levels on the boat: bottom and topside. To get off the boat, get and use these items: barrels, nails, saw, hammer, and plank. Saw the barrels, then nail the planks to the barrels, load everything into your boat and then launch.

Justin Stephenson
Evansville, Indiana



Aloe is good for bee stings. The cave makes good shelter.

Lance Gater
Trenton, New Jersey

Tag Team



Instead of carrying everything until your arms are full, put everything into the cauldron. You'll be able to carry the cauldron with everything in it.

Having trouble with the light in the cave? Make a candle by following these steps: Get string, driftwood, matches, the cauldron, waxberries and water. Light the driftwood to make a fire, then put the cauldron in it. Put water and waxberries into the cauldron. Put the string into the cauldron, and a candle will materialize before your eyes.

To see the verbs, just push the F7 key.

Kiko Mengual
Pictou, Nova Scotia
Canada

Tag Team

When you have your opponent out of the ring, keep doing back drops and body slams on him until there are 18 or 19 seconds left. Then jump on the mat and wait for your opponent to be counted out.

Evan Davis
Edgeworth, New South Wales
Australia

Tag Team Wrestling

When playing the computer, keep him in your corner and tag off after every two moves. When the darker guys are out of the ring and you are on the apron, run to the white post. This keeps the computer on your side of the ring, and will aid in quick pins.

Paul Jordan
Glenwood, Illinois



To beat the computer in less than a minute, drop kick to the outside of the ring and give back-to-back drops until 18 seconds, then get into the ring to get the computer counted out; or, in the ring, neck hang the computer many times until he gives up. These methods have taken me to round 37, Super Champ, and beyond.

Tony Heydon
Address Unknown



When you are out of the ring, sometimes there is a piece of wood on the floor. Pick it up, and you can smash it over your opponent's head.

*Erik Levasseur
Uxbridge, Massachusetts*



When you are out of the ring, do a move on your opponent when there are about three seconds before you are to be counted out of the ring. Then quickly hop into the ring, and watch as your opponent is counted out.

*Andrew Van Boeschoten
Casteau, Belgium*

Tai-Pan

If you're having trouble getting started try this: After receiving \$300,000, bet a lot on the tiles until you have enough to succeed.

*Lance Gater
Trenton, New Jersey*

Tapper

On the first few screens, quickly serve the top row, then push up. When your man reappears at the bottom of the screen, serve from bottom to top. With practice, you'll quickly clear the screen without serving re-fills.

When going for tips or picking up glasses, remember that you don't have to run back to the taps. Just push up, down, or fire, to go up a row, down a row, or serve another drink, respectively. Your man will appear at the tap.

For practice, wait for demo mode, then play. As long as you don't let a glass break, you'll be OK.

*Robert Earle Perkins
Address Unknown*



After the game loads, wait a while for the demo to start. You can take over and play the demo.

If you get to a hard screen, wait until the people get to the end of the bar. You will automatically go to the next screen.

*John Maclachlan
Clarkston, Michigan*

Task Force

This is a multi-player, on-line game found on many local bulletin board systems. When you first log on, you have immunity for six days, so leave only your mother ship and tankers in your fleet.

If you want to look around in the galaxy, split off a tanker and use it to move around. Although the documentation says that this has only a speed of two, when the ten's digit becomes a two, you'll no longer use any moves or fuel. You can patrol the galaxy at will.

Robert Bogue
Bay City, Michigan

Tass Times in Tonetown

When you get to the gate guarded by the nose and eye creatures, you must throw a mushroom (not pictured on the screen) at the eye to get through the gate.

Doug Cross
Sellersburg, Indiana

Telengard

To build up characters, just stay in one place all the time. The safest place is at the exit. Monsters, gold, and other items will appear at random, allowing you to gain experience points as you defeat the monsters.

For undead monsters such as skeletons, mummies, and ghouls, the spell "Turn Undead" will usually make them run.

J. T. Abernathy
Bend, Oregon

Temple of Apshai

When starting with a new character, be sure that he has a strength and constitution score of at least 13. You might have to start over many times to get this, but it rewards well.

When bargaining for supplies, start at the lowest price and haggle until you and the innkeeper come to an agreement. Then take your character to the Temple of Apshai on level 1 and find the secret door in the long hallway. Search along the east wall for a secret door, take two steps inside it, or until you get beside the chest. Never go on the chest because a trap is concealed beneath it.

From that point, search the north wall for a secret door. Enter it, and you've found the hidden dungeon.

If you don't want to be found by Olias the Dwarf, go to the Upper Reaches of Apshai and select level 3. You'll enter Olias' castle and be attacked by a mosquito. Watch out for the trap near the door. When you find Olias, put an arrow through his heart and your problem will be solved.

Robert C. Mateo
APO San Francisco, California



Keep taking your character back to the Curse of Ra on level 3. Your intelligence, charisma, and dexterity will increase when you get the right treasures.

Alex Antonio
Dallas, Texas



For best results, create a character with 18 (the maximum) in everything. Give him any amount of experience, a magical bastard sword that does +9, a magical full plate that does +9, and about 9,900 silvers, give or take a thousand. Also buy a bow and about 50 magical arrows.

When you encounter an Antman, the safest tactic is to talk to him. When he says "You May Pass By," just fire an arrow at him.

When fighting, it's usually more effective to thrust than to attack. Dust Wraiths can only be killed by a magic arrow or magic sword.

Mike Cramer
Redding, California

10th Frame

If you're having trouble loading the Commodore version of this game using the Fast version, try typing:

LOAD "FAST50",8,1

The program should load quickly, but without a title screen.

Evan Davis
Edgeworth, New South Wales
Australia

Test Drive

When you are ready to start moving in, get the motor revved up to about 6,000 rpm, push the button and put it in gear before it winds down. With some practice you will start off at 30 to 50 mph.

Glenn Moore
Berwick, Pennsylvania



Cruise at about 130 mph, which is the lowest speed police can't catch you at.

Danny Correia
Saint John, New Brunswick
Canada



If you like to speed but you keep having wrecks, here's some good advice. When the speed limit is 30, go 130. When it is 55, go 155. When it is 65, go as fast as the car can go.

If a cop is chasing you, he won't pull you over if your speed is greater than 125.

Geoff Holland
Norris City, Illinois



If you choose the Lotus, I've found you'll reach more gas stations. The Ferrari, however, gives you the most points. Never use the Porsche. The Lamborghini and Vette are for beginners.

Derrick Taylor
Inglewood, California



When the police are chasing you, stay in the left lane. This will keep the cop from getting in front of you and causing a costly collision.

When starting up, it will speed your acceleration if you rev the engine to about 700 rpm before pressing the button. To brake, wait until your rpm is near 400 to downshift.

It is possible to stop a police car by passing another car in the right lane, then putting him between you and the police car.

Steve Yajko
Binghamton, New York



To get the fastest possible speed, shift up on 7,000 rpm in the first three gears, and to 6,000 rpm on the last two gears.

Pressing V will give a digital display of your speed and rpm, which helps greatly in making precise shifts.

Matt R. Schaeffer
Fond du Lac, Wisconsin



Always pay attention to the road signs. They will tell you if the road is about to turn, and in what direction. The squiggly arrow means that there is a series of turns coming up, one right after the other.

Contributor Unknown



To change the high scores in the Commodore version of this game, use your disk editor on Side 2 of the diskette, Track 1, Sector 1. Never use an editor on your original disk, always use a backup.

James A. Garbarsky
Brooklyn, New York



When a policeman pulls in front of you, pass him and speed up. You'll notice that you cannot move, but that your car is steering itself. Other cars pass right through you. In 15 seconds or so, you'll finally stop and get a ticket.

Dan Ledger
Strafford, Pennsylvania



If you're having trouble getting to Level 5, go as fast as you want on the first two levels, at least if you're any good. On levels three, four, and five, do the speed limit. With practice, you should be able to take every car to the top.

Billy Truitt
Pleasant Plain, Ohio

Theatre Europe

If you're playing the part of the Warsaw Pact, move all your northern armies opposite to the NATO armies, because you are greatly superior to them. Be careful around the southern opposition, as they are quite powerful.

Always drop your airborne army behind the NATO Danish Corps. Then attack them with the airborne division and up to three of your

The Three Stooges

powerful northern Warsaw Pact armies. You will easily defeat them, leaving a hole in their forces which you can use to defeat NATO.

*Edward Finkler
St. Joseph, Michigan*

The Three Stooges

In the hospital, try to stay in the middle of the hall, and don't run too fast. In boxing, stay on one side of the street; you can make it on time by running slowly. In cracker, wait for the oyster to come up.

*Alex Mau
Brooklyn, New York*



In the trivia, I recommend that you read the manual first. It answers many of the questions.

*Johnny Perez Feliciano
Lares, Puerto Rico*



If you really want the stooges to marry the daughters, avoid the Question Mark and the Money Squares, and go for the Games.

With practice, the stooges can make over \$600 per day. To stop Moe's hand on the icon, stare exclusively at it and remember that Moe will pass over that space at least twice. Finally, play the slapping game sparingly.

*Joseph de Camara
West Berlin, New Jersey*

Thunderchopper

While flying rescue missions, hovering is not necessary to retrieve missing personnel. Once you get near, lower the hoist and fly over the man at a low altitude, at any speed, then raise the hoist once he's secure.

*Frozen Fire
Address Unknown*



If your direction finder is damaged, go to map mode. If your destination is north of the map, you'll be OK.

To rescue on land at night, use Infrared and look for bright yellow spots. They are the pilots.

In the mission where you guide trucks through the valley, use

Infrared and look for bright yellow spots in the hills. They are the enemy, and you should destroy them before they hit the convoy.

*Uei-I Lei
Cicero, Illinois*



To stop the helicopter, simply press the G key. You will hover in your current position, and the cursor will automatically be centered.

On the escort mission, there is a river right before you get to the base. After you escort the convoy through the mountains, go ahead to the river and use the map and Infrared to scan for boats. When there are boats near the bridge, they can fire at your convoy.

*Jason Hodges
Porterville, California*

Time Pilot

To score like crazy, fire all of the time, not letting go of the button, and go after all of the parachutists, jet fleets, and bonus jets in 1941. Do not risk your life to kill the big fighter at the end of each level. Happy Time Piloting!

*Tony Heydon
Address Unknown*

Times of Lore

Unlike the Dagger, the Magic Axe automatically returns to your hand after each use. It makes combat much easier and faster. To purchase the Magic Axe, go to Lankwell and enter the building in the north-northwest corner. If no one is home, wait for them to arrive. Upon meeting them, immediately choose the Speak command, and they will offer to sell you the Magic Axe.

To enter Heidric's castle in Ganestor, go to the cellar in the town's inn. On the north wall you'll find a small, barely visible lever. Bump into it, and a secret stairway will be revealed.

The Tablet of Truth is toward the center of the castle's ground floor. Avoid engaging any guards, as you'll need to return here later in the game to speak with Heidric. Before returning the Tablet to the Regent, use it and choose High King.

The Temple of Angar can only be entered by using the Chime from the dungeon, beneath the blasted crater. The key to this dungeon must be obtained from the Archmage in the cottage north of the bridge above

the Enchanted Forest. Before the Archmage will give you the key, you will need to perform a service for another character in the game.

Dave Gentzler
Thomasville, Pennsylvania



There is a Magical Dagger on the floor of the Woodsman's house between Eralan and Rhyder.

The traitor to the warden is the posted (not moving) guard on the right, just inside the castle on the bottom level. Bring the note to the Warden.

Ask the Black Asp about the High King.

The Warden's son is held in a building just east of Hampton. This building holds a green scroll that will teleport you to any city.

Kill the Lytche with the Holy Water from the Cleric in Rhyder.

You can regain the Amulet by killing the Black Abbot. Use the Sphere underneath the bed on the upper level of the Temple of Angor.

Robert Parker
Austin, Texas

TNK III

Find an "L" as soon as possible. When you have one, creep slowly forward and watch for men or tanks. Ease into alignment with them, where they are half on screen, half off. Here you can destroy them before they can shoot you. Approach bunkers off center to avoid their shots. If you're low on energy (or you're chicken), go as far down as possible when you spot a threat. It will mysteriously have vanished! Ram the rail gun if you didn't get an "L". It's hopeless otherwise.

Matt McLaine
Walterboro, South Carolina



Drive forward slowly until the enemy appears at the top of the screen. Back up a few inches. When you move forward again, the enemy usually will have moved. If you do this every time you see him, you won't have to fight very often.

Brett Prescher
Gainesville, Texas



This wonderful game is called Tank in Europe. If you've given up on it because of its difficult play, here are some tips that I hope will rekindle your interest.

For unlimited lives, load the Commodore version of TNK III and use your reset button to reset your computer. Then enter the following commands:

POKE 5629,234

POKE 5630,234

SYS 4108

For any number of lives, “n” is the number you want. Load and reset, then enter:

POKE 4743,n

SYS 4108

*Jeremiah Mann
Visalia, California*

Top Duck

There's a way to zip by level 3 (the one with the monsters), but you have to be quick. Wait for the words Get Ready to disappear, then start climbing. Climb to the top row of blocks and position yourself in front of the trail of blocks with a crooked arrow at either end.

By the time you get up there, two monsters will have been released. Keeping your eye on the green monster, peck the block with an arrow nearest you. The blocks will fall, and the monsters, including those that haven't moved yet, will be destroyed. You will zip to level 4.

*John Shull
Fayetteville, North Carolina*

Top Fuel Eliminator

If the other guy blows his engine before you shift, just shift away. You'll definitely win and have less of a chance of blowing up.

*George Rath
Congers, New York*

Top Gun

When the radar shows an enemy craft behind you, look at the enemy's

Touchdown Football

cockpit. If he is at, or close to, your altitude, you'll see your craft compared to his target. Then just maneuver out of his sights.

Vijay Parikh
Chicago, Illinois

Touchdown Football

When you receive a punt or kickoff, run to the top or bottom of the screen to lure your opponents there. Then cut to the other sideline and run in for a touchdown. The other team is too slow to catch you.

Mike Rizzo
Chicago, Illinois

Tournament Tennis

When serving to the near, left-side half of the court, pull the stick southwest and serve. Occasionally, the ball will slide just outside your computer opponent for an ace.

Jonathan Williams
Raywood, Texas

Toy Bizarre

Take a coffee break just when Hefty Hilda is touching one of the four lower valves. Then move Merton to the same valve, which will make it turn on and off in rapid succession. If you get Merton to the valve quickly enough, you can score about 5,000 points.

Russ Lang
Pottsville, Pennsylvania



Rush up to the top levels and pop the balloons. The one on the right usually appears first, so go after it first. On the bonus rounds, shut off the top valves quickly to keep any robots from following you.

Charles Murach
Lansing, Illinois

The Tracer Sanction

To get by the man shaking the bridge, when the computer asks you what to do, tell it to shake the bridge.

Matt Jylha
Address Unknown

Track & Field

To break the record in the hammer, listen to the swooshes of the ball. On the 9th swoosh, let it go on a 45 to 55 degree angle. The farthest it has gotten me is 99.94m.

Tony Heydon
Address Unknown



In the javelin throw, run fast enough to fill up the bar at least within two blocks, then hold the button down to an 80 degree angle. The javelin will leave the screen, then kill a bird for 1,000 bonus points.

Steve Yajko
Binghamton, New York



Be careful in the long jump. If your speed is in the second or third from the last box, you will approach the line very fast.

Greg Eades
Mission Viejo, California



On the 100 meter dash, if you get your speed above 1,300, you can get a very low time and actually beat the computer. I've gotten a 7:48.

In the 100 meter hurdles, use one hand to move the joystick and the other to press the button. Keep moving the joystick.

On the long jump, build up good speed and get your jump angle to 40 to 45 degrees.

Andy Flor
Fargo, North Dakota

The Train

Have the resistance take bridges. They are more difficult to take than stations.

Greg Eades
Mission Viejo, California

Transformers

Try to use Optimus only as a last resort. He's the strongest, and it helps to save him for last.

Tom Goss
Olympia, Washington

Treasure Island



To save points, send all of the Autobots to Pipeline Junction. Viewscreen Rodimus Prime, and shoot at the last pipeline on the right. It will go down after several hits.

When the Decepticons attack the Space Shuttle Base, Dinosaur Park, Andreas Zoo, or Pipeline Junction, use the Autobot Hot Rod. He's strong enough to destroy a Decepticon with one hit.

To get more points, shoot any Decepticon that has plutonium bars, a black laser, or glowing comet dust. After the cargo is dropped, stay with it and blast anything that gets close to it.

Vinson Espinoza
Albany, Georgia

Treasure Island

When you get the key from Billy, go directly up to his room. Don't forget to get the newspaper, as you will need it later. Kick the door and type Put Key In Oil. Then use the key to open the chest. Get everything in it, then go out the window and down the tree. Keep on the well-traveled road. Keep going, and when you see the man by the tree (he's mean), show the newspaper to the doctor and the squire.

Chad Rowley
Address Unknown



When you get to the storm, type Tie Rope and you'll pass it easily.

Loc Huynh
Address Unknown

Ultima I

When attempting Space Flight remember:

1. Space Dock costs 500 pence.
2. Wear a vacuum suit when docking, or else.
3. Take the fattest ship for maximum fuel, the slimmer ship for shields.
4. When going back in time, wear a Reflect Suit in case of radiation.

Jason Haas
Address Unknown



To get the time machine, you must rescue the princess. Start with many hit points, and kill the jester to get the key to the cell in a castle. Then use the key to open the cell. After you kill the jester, the king's guards will attack you; they are very strong and have many hit points.

You must do some of the king's missions to get all of the colored gems to operate the time machine.

To win the game, you must attack the deathlord many times while avoiding the walls. It may take as many as a hundred times. When you think you've attacked him enough, make sure he is laying down and get the flashing crystal in the middle of the screen. If you attacked him enough, the screen will fade away and you have won!

*Chad Biggerstaff
Camdenton, Missouri*

Ultima II

In each town there is someone important. Those people stand still.

In the time period 1990, enter the town in Texas and walk over to the inn. There is a character there who, if given gold from 200 to 900, will raise your status.

If you're in a dungeon or tower and you run out of torques, press K to come out of a Dungeon and D to get out of a tower.

You need the ring to get to mines.

Contributor Unknown



You need to be blessed by Father Antos, who is on Planet X, before you are able to get the ring and win. The coordinates for Planet X are 9, 9, and 9.

*Peter Liang
Ann Arbor, Michigan*



To get gold easily, get a boat. To get a boat, get a blue tassel, then bring a pirate ship to land, get on top of it, press oard and move. Then use <F>ire to destroy him and all the other monsters you encounter.

*Jason A. Nikolai
Mosinee, Wisconsin*



When you start a new character, head straight for a town and avoid all monsters on the way. Get armour and weapons first, then get food in a village, but not spells. When you're low on points, talk to the king, who will give them to you for a tribute.

When you get enough gold, go to New San Antonio. In the Hotel California, offer the clerk money. If he says “Alakazam,” he will raise a randomly selected attribute by four for every 100 given to him. Be careful—when any ability gets over 99 points, it flips and starts counting up again.

To get the quick sword, go to jail in New San Antonio and unlock the third cell on the left, offering the prisoner 500.

To find the ring, go to a sage and offer him 100, 200, 300, and so on up to 900. Write down the clues and read them all in order.

*John Keller
Port St. Lucie, Florida*



When you're in a city and on a horse or plane, you can replicate your mount by going to a door, getting off, and unlocking it. This will make one horse or plane where the door was, and one under you. You can use the new objects to trap guards in one building, because guards can't walk through them as you can.

This works especially well in New San Antonio, because you can trap them in the airport, prison, or pool area.

To get the Ring, give at least 500 pieces of gold to the old man in New San Antonio. Then get the blessing of Father Antos, who lives on planet X at 9-9-9. Return to the old man, give him at least 500 more pieces of gold and he'll give you the ring. The ring lets you walk through force fields without suffering any damage. If you lose it, you can get extras by offering the old man 500 more pieces of gold.

The easiest way to get a staff or wand is to kill a cleric or wizard in a town or village. Its especially easy to get from the wizard near the sage in the African village in 1423 BC.

*Stephen E. Mynhier
Lake City, Florida*

Ultima III

Your best bet for staying alive is getting a Ranger for fighting, a Cleric for healing, a Wizard for offensive spells, and a Thief for stealing and dungeons. You can bribe guards by pushing the O key and typing “Bribe,” then the guard's direction.

If you want massive gold, go to the town Montor East, where they have an armory and weapon shop from which you can steal a lot of treasure.

*Mike Cramer
Redding, California*



There's no set solution to this game, even with these tips. Try forming a party and transfer all food, money, and weapons to one member. Quit and save the game.

When you have everything you want, give bows to your two front men, providing they can handle them; bows hit targets at long distances.

If playing with a Cleric, give him 25 wisdom points—this will give you a major step in magic points.

*Jimmy Prince
Howell, New Jersey*



In Castle Exodus, the order of the cards is Love, Sol, Moon, and Death. You can find the cards by searching on the shines in Ambrosia. To get to Ambrosia, take the whirlpool while sailing in a ship. Good Luck!

*Nick Jeffords & Andy Welch
Address Unknown*



This will help you create “super characters” in Ultima III for the Commodore. Using your favorite disk sector editor, read track 16, sector 12 of the scenario disk to display the names of your characters. If it doesn't, simultaneously press the Shift and Commodore keys. Following each character's name is a series of @'s, then a G if he's Good or a D if he's Dead. After the G are some more text characters leading up to the next name. Change these to 9's, and the associated character will turn into a superman.

Be careful when using this trick, or any trick involving a sector editor. Sector editors change the information recorded on the disk itself, and if you make a mistake you could ruin your disk. Be very careful and very sure of what you're doing. Work on a backup disk that you can afford to clobber.

*Justin Oldham
Shenandoah, Iowa*

Ultima IV

Exit from Dungeon Hythloth and you end up on a clearing in the Isle of the Abyss. Go West and you'll find the balloon.

The White Stone is in a mountain valley accessible only by balloon. You can recognize it by an ankh that is one space north of a clear ground space in the Serpent's Spine Mountains.

The Black Stone is caught in a Moon Gate. Stand over the Moon

Gate on Verity Isle **before** it comes up. Search there when both moons are new.

Search the deepest waters of the Cape of Heroes for the wheel of H.M.S. Cape. When used on a ship, it raises the hull points to 99, which is needed to pass the pirate ships guarding the entrance to the Abyss.

To get the entry word of the Abyss, ask the rulers of the 3 Lesser Castles for the "word." Each ruler knows one syllable of the entire word.

*Bob Kopperl
Jenison, Michigan*



When fighting large numbers of pirate ships, hop ships when your's gets low on ship points.

Run from fights only in dire emergencies; running counts against you and can hinder your attempt to become the avatar.

The seer will tell you when to go to the shrine and meditate. Ask him about each of the eight virtues of avatarhood, and he'll tell you how far along you are on each.

Don't cheat blind ladies or steal from the king. It counts against you and can prevent you from becoming the avatar.

*Ronnie Hall
Lake City, Florida*



When you're near the castle Britannia, insert the dungeon disk and walk around the water to the left. When the drive has to load another screen, it will display different characters, such as water, dungeon floors, and bricks. Walk left on the grey dungeon floors until you find a chest. When you find it, keep pressing G and your player's number for never ending gold! (The same trick is said to work on horses, ships and balloons).

When your gold reaches 9,999, put the Britannia disk in the drive and walk to the right, trying to retrace your steps. If you've walked too far, you may have walked into the water; use a blink or a gate spell to recover. When you get back to a regular screen, you'll be the richest person in the land.

*John Gritzmacher, Jr.
Vesper, Wisconsin*



The Undead spell uses Sulfurous Ash and Garlic. Cast it when fighting skeletons and ghosts.

The Gate Travel spell uses Sulfurous Ash, Black Pearl, and Mandrake Root, and costs you 40 points.

Resurrection is the opposite of Kill, so it uses the Reagents not found in the Kill spell—Reagents A, B, C, D, E, and H.

Patrick Lindsay
Heidelberg, West Germany



If you're an Avatar, ask Lady Tessa about mystical weapons and armour. If you dabble in the magical arts, two powerful spells are Resurrect and Gate Travel.

When traveling at sea, you will almost certainly need a sextant, which is item D at a Guild.

If you need to be healed but have no money, talk to Lord British, ask of his health, and answer his question in the negative.

Chris Swinehart
Bethesda, Maryland



When you go to the blind woman for reagents and you find you've made an error by short-changing her, do not despair! Instead of losing an "eighth," just press F7 once or twice and try your multiplication again. Remember—don't press Return after the mistake; just stop, reach over, and use F7 to correct your error.

Don Middleton
Address Unknown



When getting Mandrake Root, get a horse and go to the single patch of swamp in the Bloody Plains. While on the patch, exit the horse and search the patch when both moons enter the new moon stage. Keep searching and finding Mandrake Root until the moons change their status. You can have up to 99 of each reagent, so I suggest you fill up on Mandrake and Nightshade.

Craig Massee
Address Unknown



If you have a horse, yell "giddy-up" and enter the whirlpool when it comes near the beach. You'll find yourself in the center of Lock Lake on a ship. When you exit the ship, your man will move at the speed of a horse!

You can enter the abyss without the wheel. Just exit your ship so the bombing from enemy ships will only hurt you, and not your ship.

You can stand many hits. The battles will be easy ones, and the ships left from the battles will serve as a shield from the cannons of the other ships. After all the crews are dead, you can enter the island of the abyss.

Boaz Barak
Omer, Israel



You do not need the balloon to get the white stone, which is hidden in the Serpent's Spine Mountains. Instead, go to F'A'', F'A'' and blink to the west. You will appear in the clearing where the white stone is. Search to find it.

Doug Smith
Milton, Florida



To find the sextant, go to the Village of Vesper (or Buccaneers Den at J'O I'T'), go to the gild and ask for item D (which won't appear on the list of items). The thief will inform you that he has one more sextant, and will sell it to you for 900 gold pieces (better sharpen that sword and mend that bow)! The sextant is well worth the price.

Andrew Zeitoun
Scarsborough, Ontario
Canada



If a character gets poisoned, try to get him to fall asleep via a trap or monster. When he wakes up, he will be unpoisoned.

Jason Weidman
Hellbrook, New York



Do not kill creatures that are fleeing from you after battle. Doing so will make it harder for you to become an avatar.

Help others whenever you can. Give generously to the poor, and donate units of blood to the Mystic Healer in Skara Brae. He is located on an isle near Sprirtwood, roughly southwest of the Great Castle.

Many items are "buried" in the ground, so you may have to search three or four times for them. Each search is equivalent to digging deeper.

Peter Laltoo
San Fernando, Trinidad



The bell can be found in the ocean at location NA LA. To find the book, look under "T" in the Lycaeum Library. The candle is in a secret room

in Cove. To get into it, you must walk through a fire on the left side of the room with the Ankh in it.

To get to Cove, go down a whirlpool in a ship. You'll end up in the middle level of Lake Loch.

Ben Campbell
Christchurch, New Zealand

Ultima V

You can find the plan to the HMS Cape in Master Hawkin's room (in the northeast corner of his store in East Brittany). If you use the plans while on a boat, you can go twice as fast as normal. Also, you can get Gwenno (a good Bard) to join you; he stays around Iolo's Bows in Britain.

Finally, in many of the wishing wells you can get a horse for just one gold piece.

Bryan Bertoglio
Batavia, Illinois



To fix destroyed shrines, you must yell the correct word of power. The eight words of power are Fallax, Vilis, Inopia, Malum, Avidus, Infama, Ignavus, and Veramoor.

Here are the mantras needed for the shrines:

Sacrifice = Cah

Honesty = Ahm

Honor = Summ

Justice = Beh

Valor = Ra

Spirituality = Om

Humility = Lum

Compassion = Mu

The yellow potion heals, the blue and purple potions cause sleep, and the green potion contains poison.

Jason Phlaum
La Quinta, California



At the game's start, get as many people as possible into your party. This will let you kill monsters more easily, because you get more hits per round. Don't worry about getting poor characters, as you can always drop them off at an inn.

During your game, devote yourself to once again becoming a true and absolute Avatar. It takes a lot of quest completing for shrines, and a lot of gold before being prepared to face your destiny.

If you're in need of gold but are not strong enough to explore the underworld, try dungeon Covetous. It has crypts guarded by weak creatures, and contains generous treasures. The word of power for this dungeon is Avidus.

Whatever you do, make sure you have the Sandalwood Box before you adventure beyond the vast darkness. It is a matter of finishing the game or turning back to retrieve it and adventuring all over again.

To get the Sandalwood Box, play the music of stones which Lord Kenneth teaches you in the lighthouse south of Trinsic. Play this music on the harpsichord in Lord British's private chamber in the castle. You should know what to do from there.

When you're in a dungeon room that appears to be a dead end, fire a missile weapon at all walls. This might cause a secret passage to appear, and your room will no longer be a dead end.

You can search moongate sites when the moongate is not active. You might find a moonstone, which can come in handy when retrieving the Shards from the underworld without an eighth circle mage in your party.

To rid Britannia of a Shadowlord, yell the Shadowlord's name at the respective flame while on its south side. Then use the Shard when the Shadowlord is exactly on the flame. He will then be no more.

Danny Morrow
Ashland, Oregon

Ultimate Wizard

When you've chosen to play the game and are asked what level of difficulty you want, you can easily trick the computer. Just highlight "Customized," and instead of putting in your construction disk, just turn the disk over. This starts you off on level 41.

Matthew Stroh
Port Huron, Michigan



To see something funny, let the wizard make a jump. When he's in the air, pause the game with the Stop key. Press the Stop key again to continue the game, and you'll see him going up again!

Be careful with this trick, or you might lose your wizard.

*Carlos J. Centeno
Lares, Puerto Rico*



If you go to the corner of a ladder and jump, you'll slide down it like a fireman's pole. If you jump and press Stop at the same time, you'll jump higher but maybe slightly to one side. If you're not jumping up onto a brick, you will die.

If you time it just right, you can jump over cats, rats, and scorpions. Slimes and small rocks are easier to jump.

*Dan Moynihan
North Andover, Massachusetts*

Underwurlde

If you have a Commodore computer, a reset button, and a sprite disabler such as Infinity Machine or Final Cartridge, use them.

Load the game as usual, reset the computer, then enter:

POKE 33090,169

POKE 33091,40

POKE 792,71

POKE 793,254

SYS 36861

If you need more men, change the 40 in the second POKE. Here are some other important pointers:

1. Don't go past the 27 level. All weapons are there or below.
2. The weapons will be in different locations every game.
3. You need the knife to get past the beetle creature.
4. You need the bow found on level 27, for the Minotaur.
5. Map the game from level 27 to level 0.

Uninvited

6. The game will be completed when you reach level 0.
7. You need fireballs to kill the last guardian, the demon.

With the sprite disabler and over 40 men, it should be easy to complete a nearly impossible game.

Shukri Berisha
Address Unknown

Uninvited

Here are some of the answers you've been looking for. When you start the game, open the mailbox and take out the amulet. Put it in your inventory, then open the front doors. Go in, open the door in front of you, and go through it. Now, without opening any more doors, go up the stairs.

Enter the first door on your right, and get the No Ghost Spray. Put it in your inventory and go downstairs. Choose any door, open the No Ghost Spray, then open the door. Use the spray on the woman who comes out, and watch her melt away.

Go to the kitchen, turn right, and get the match box. Later, if you encounter two dogs, say "Instantum Illuminaris Abraxas" to one of them, and they will both run away.

If you move the cross on the altar, a hidden doorway will appear. Down its passageway, a giant spider is waiting to eat you.

When you are in the maze, the amulet will frighten off a single zombie working alone. If you come across five of them together, you're entirely on your own.

Jason Daunheimer
Waterloo, Ontario
Canada

Up Periscope!

When you are at war and a ship is about to ram you, quickly press Q four or five times, then press B to dive. When you're 200 to 300 feet below the water, level out and press F5 to see the chart. Look between 1X and 4X to see your enemy. When he's out of ramming range, surface or stay at periscope depth to continue fighting with him.

Howard Weisbaum
New York, New York



When you are in a tight situation, or a destroyer is about to ram you, just go into big chart navigation. There you can get away easily and safely.

George Rath
Congers, New York

Uridium

If you have a Commodore computer with a reset button and you want infinite lives, load the game, press the reset button, then enter:

POKE 3427,187

SYS 2304

Adrian Zenker
Buenos Aires, Argentina

Usagi Yojimbo

Force the ninjas and bounty hunters to the left side of the screen, then chop them until they are dead.

Jeremiah A. Hahn
Markham, Illinois



On levels 4 and 8, be sure you buy food from the lady. To find if a peasant is a Ninja, give him a Ryo. His response will give away his identity. This also improves your Karma.

Level 7 is all Ninjas.

Derek Nittle
Springfield, Virginia

V

To get past the energy walls, just change the security code until all the digits are the same. The wall will disappear and you can run past.

Michael Bobbitt
Cambridge, Nova Scotia
Canada

Victory Road

The super demons at the end of each board can be easily defeated, provided you have a flame thrower. Fire it while approaching the super

War in the South Pacific

demon in the middle, stopping your advance a few inches before you reach it. Keep firing, and when it retreats, move forward. When the demon dies (soon), move to the next level.

When crossing the tar pits, moving diagonally will allow you to move faster.

*Eric Majeski
Burgettstown, Pennsylvania*

War in the South Pacific

Tired of your task forces being sighted and sunk by enemy bombers? Whenever a task force is spotted, initiate the order phase. Then use the Divide routine and transfer all that task force's ships to a new task force number.

During the execution phase, any planned strikes against the spotted task force will not be executed because that task force has ceased to exist.

This tactic effectively negates enemy airpower, and works with either human or computer opponents. It will not protect your forces in a surface engagement.

A word of caution: It's likely that your new task force will also be spotted, so be prepared to initiate the orders phase again. Also, the number of active task forces is limited, so you should transfer your most valuable ships first.

*Mike Cleveland & Joe Roper
Ramstein Air Base, West Germany*

Wargame Construction Set

In the Observation phase of the one-player game, place the joystick in port 2 and press the fire button. All the enemy units will be revealed.

Pressing the F3 key during the game will remove all units from the map, showing the terrain features in detail. Pressing it again will resume play.

*Ta-wei Wan
Bangkok, Thailand*

Warhawk

If you have a Commodore computer with a reset button, you can get infinite energy by loading the game, pressing the reset button, then entering:

POKE 27090,169

POKE 27091,0

POKE 27092,231

SYS 24604

Don't forget to press Return after each entry.

*Cecil C. Serfent
Chesapeake Beach, Virginia*

Wasteland

Ugly's hideout is diagonal from the courthouse. The password is KAPUT. The combination to the safe is 11-16-27. Ace is in a cell behind the bar; he will fix the jeep.

*Robert Mikre
Upper Montclair, New Jersey*



To increase your climbing skill, go to Needles and find the large hill northwest of the Servants of the Mushroom Cloud Church. Continuously move onto the hill, and your skill will eventually increase.

To increase a character's medic skill, go out into the desert. Have all other characters give him their canteens. Stay in the desert, and have your target character heal the others as they are wounded by the heat. Eventually, his medic skill will increase. It may take a while, but it will be worth it when a Ranger is wounded and you're too far from a doctor to get help.

*Douglas Smith
Milton, Florida*



In the city of Quartz, when you're ready to start a siege on the Outlaw Hideout, you can surprise them by attacking from the roof. To do this, go to the space of no design, between the Outlaw Hideout and the building to the left. Remember to bring a rope and something to break the glass skylight with.

When you're badly wounded on the second level of Base Cochise, you need to get back to the surface. Just go to the one-way forcefield that is left of the stairs. This will take you to the beginning of level 1.

*Bill Jentarra, Jr.
Tonopah, Nevada*



When low on Constitution, go into the deepest part of the desert to recover. Nobody will bother you out there while you are healing. But be sure to bring plenty of water.

Be careful of diseases and radiation sickness, as doctors are expensive and your medical skills only work for wounds. Radiation suits are worth their weight in gold.

*David C. Pugh
Clemmons, North Carolina*



You're ready to go to Vegas when you have the rank of Specialist, or higher, you have at least 17 Carbine, a bulletproof shirt, and some cash.

Go to the Mushroom Church located near the east entrance, and someone will ask you the password. The answer is AZREAL. When they ask you if you have brought a gift, tell them YES and answer BLOODSTUFF. Then you're ready to enter the church.

After entering, go through the hall to the right. Then enter the First Aid Station when you see a blue figure pop up. Go close to it and execute a Battle command. Have one of your men Hire him and have the rest of your men Evade. Now you'll have Dr. Mike Scött on your side. With his five in Doctor, he's a very good ally to have.

*Michael Richardson
Anaheim, California*



The password for Fat Freddy's casino is BIRD. Accept Fat Freddy's offer, but don't kill Faran Brygo. Instead, ask Faran what you can do for him. Fat Freddy will give you \$1,000 on account, even if you never kill Brygo.

In the Stagecoach Inn, avoid entering room 18 until the barmaid gives you the key. To do otherwise means almost certain death.

Save the grazer bat fetish that you find in the museum of the Guardian's Citadel. The Junkmaster will accept it as a gift and will tell you where to find Base Cochise.

*Matt Morrison
Soldotna, Alaska*



If you've found valuable items or weapons in a city and you require more of them, use the Copy option to format a blank disk according to which game disk the item is located on. When prompted, insert the new copy instead of the original.

*Jason Spears
Harrison, Tennessee*



The Savage Village is one of the easiest places to get automatic weapons. It's located at the lower left-hand corner of the Wasteland map. You'll need some plastic explosives to enter the gate.

When at a store, remember to purchase a Geiger Counter. It will help you avoid stumbling into a Waste Dump.

It's important to raise your IQ, because it lets you learn new skills such as Doctor and Toaster Repair.

When you're in Las Vegas, go to the High Rollers Casino. Kill everybody and search the loot for Antitoxin.

In the Darwin Village Bar, you'll find two sick people in a room. Heal them and hire one.

In the sewers, you can use the rope to cross pits and the sewer rapids.

*David Mathias
Address Unknown*



When you return from a healing trip to the desert, the other members of your party will also be healed. If you leave for a trip when any of your characters are worse than unconscious, they will be dead when you return.

In the Needles checkerboard game, move north 1, west 4 (to the wall), north 2, east 5, south 1, east 2 (to the wall), north 4, west 2, south 1, west 4, north 2, and east 2. The correct number of steps is 30.

*Bill Balcom
East Wenatchee, Washington*



Go to the Trading Car in Nomad's Camp. Buy an engine and put it into the water purifier at Camp Highpool. You will be rewarded!

*Alex Stoddard
Napa, California*

Wheel of Fortune

The Commodore scoring records are on track 1, sector 0. If you have a track and sector editor, and don't mind cheating, you can change them to your heart's content. Make sure you use a backup copy, or one little mistake can put your disk away.

*Animesh Gandhi
Elizabeth, New Jersey*

Where in the U.S.A. is Carmen Sandiego?



To bypass the first menu, just LOAD "WHEEL" 8, 1. This will load the game from the Sharedata title screen.

*Chad Schmitt
Address Unknown*



If you make it to the Champs List, don't use the same name on the next game. (If you lose, you get knocked off the list). When you have three names or so on the Champs List, it's pretty safe to start using them.

Contributor Unknown

Where in the U.S.A. is Carmen Sandiego?

You don't have to type CTRL F to see the Detective Hall of Fame; just hit F5. Also, you don't have to type CTRL L to see your current rank, just type F7.

*David Ross
Address Unknown*

Where in the World is Carmen Sandiego?

Instead of using the return key and the cursor keys to play, use joystick 2. It's a lot easier and quicker.

*Gunter A. Schwandt
Tlalnepantla, Mexico*

Who Framed Roger Rabbit

To avoid the puddles on the road, jump to the top of the buildings. Then all you have to worry about is running into taller buildings. Even so, you only get slowed down if you crash.

If you get to the Ink and Paint Club, watch the gorilla at the bottom. He will bounce you if you get too close.

Don't let Roger pick up a drink. If you do, he'll go crazy for a while.

*Eric Majeski
Burgettstown, Pennsylvania*

Winter Games

The Commodore world records are on track 18, sector 13. You can change them if you have a track and sector editor. Be sure you do it on a backup, because one mistake can ruin your disk.

*Mark Cosentino
Lincoln Park, New Jersey*



If you have a Commodore and a track and sector editor, you can change the name of the countries by going to track 16, sectors 13, 15, and 17. I recommend making these changes on a backup copy of your disk to avoid damage to the game.

*Juan Daniel Reich
Santiago, Chile*



In figure skating, keep facing left and falling over to get a maximum score of 6.0 when time is up. Tain't pretty, but it works!

*Alex Chaniotis
APO Miami, Florida*



Here's a trick for everyone who has become frustrated with the one-minute figure skating event in this popular Epyx game. Complete one or two jumps, then repeatedly have the skater fall flat on her face. If the judges fall for it as much as your skater did, she'll end up with a perfect score.

*Glen Conway
Lumby, British Columbia
Canada*



As soon as you start playing hot dog, push the joystick diagonally northwest, holding it there for about a second. Then push it to the right and complete the flip. If done correctly, you'll glide in for a perfect landing and get a score of 10.

*Todd Gunnerson
Canaan, New Hampshire*



In the hot dog, for a 9.0 to 9.5 score, do about five reverse flips or about four forward flips. Do not share this with your opponents, and you will be knocking their hides all over the place.

*Tony Heydon
Address Unknown*



In the ski jump, it is possible to get an overall performance of 225.9 by jumping off the ramp and tapping your joystick's lower-right position every half second. This doesn't always work because your timing may be off, or the position of the joystick handle off. But with a little luck, you'll get a good jump.

*Bob Taylor
Saegertown, Pennsylvania*

Wishbringer

To get the brass token, put the worm in the fountain and use the blanket to cover the baby Gru to keep him from waking. Wish for rain to free the Platypus.

The arcade game moves you around the map; it helps to use the grid included with the game.

To get back in the movie theater, take the gold coin back from Miss Voss. The theater floor is not as clean as it appears.

*Daniel Alvarado
Arleta, California*



When you first start the game, be sure to toss the seahorse back into the ocean. Later on, you'll be very glad you did it.

To get the chocolate, you need to wish for freedom. Go to the police station and wait until the Sergeant goes to sleep.

When you're in jail for the first time, move the bed. A hole will be revealed. Take the cover off the bed and drop all of your belongings except the Wishbringer Stone down the hole.

When you go up the hill to the Magick Shop, write down the directions you take. If you later reverse those directions, you'll make it back down safely.

Be sure to take the can from the lady in the Magick Shop. Give it to the Troll at the bottom of the hill, so he can open it and get a surprise. Then pick it up, squeeze it yourself, and stand by for your own surprise.

*Chris Kelly
Cincinnati, Ohio*

Wizard

To get a lot of points and a lot of men, choose Customized, and on the second board choose jail. You will be in between a block. Push the button to climb up the rope, then go to the dot on the right and hold him on there. The points will mount up.

*Mark Brenner
Chattanooga, Tennessee*



On the first screen of the expert level, just get a key and eliminate all the snowballs. Then go to the top of one of the two center ladders by

inching up one side. Jump toward the center treasure inside the skulls and sit back while your score increases forever!

The only way to get back out is to lose a man, but one from a hundred won't be too painful.

Chris Porosky
Elmira, New York



On the first screen of the expert level, get a key and eliminate all the snowballs. Then climb up one of the farthest ladders on the outside; line up the middle of your body with the treasure that is sitting on the ledge surrounded with skulls. Shoot a magic missile, which will kill the snowball by the treasure (you can't see it because it is black).

Go to the center ladders and jump toward the treasure. Your score will keep increasing and won't stop until you move. I once had over ten thousand wizards.

Adrian Ali
Bradford, Ontario
Canada

The Wizard of Oz

To get across the canyon, have the Tinman cut down a tree, then use it as a footbridge. You can get past the Kalidas by telling Lion to attack. To get down from the cliff, first tell Scarecrow to jump, then tell him to make a pillow, then jump yourself.

To get past the main guard at the gate of The Emerald City, tell him of Glinda. Have JP lead you through the illusions. You can get past the wolves if you tell the Lion to roar. A Scarecrow attack will get you past the crows, and telling Tinman to "Shield Us" will help you pass the bees.

Most of all, when you get stuck, type Words. A list of key words will appear, and you can sometimes get clues from them.

Mike Barber
Park Rapids, Minnesota

Wizardry I

Contra-Dextra Avenue means to avoid the passages on the right.

Matt Metcalf
Newburgh, Indiana

Wizardry I and II

If your group is mostly evil, avoid leaving friendly groups of monsters, as this can cause one of your members to become good. This is very annoying if that member is about to become a Ninja.

Kris Pivin
Napanoch, New York

Wizard's Crown

To enter the third dungeon, you need the emerald key which you'll find in a skeleton on the second level of the old thieves guild. Once you enter, construct the golem staff and find the password to the fourth and final dungeon. The password is ROBIN.

To save time and trouble, avoid gnarled trees, wardpact demons, dragons, and veteran adventurers.

Jason Rothstein
Côte St. Luc, Quebec
Canada



Having trouble finding that special weapon or armor? Try this: In the second zone on the west side of the old city, there is a small patch of woods populated by some very mean white rabbits. This woodland is called the field of bones. After defeating the rabbits, save the game and exit camp. Searching the area will now turn up a number of items.

If you don't see what you are looking for, reboot and search again. Keep doing this until you find what you need. Note: Several monster types in this game have a special weakness. The rabbits' is magic weapons.

James Jackson
Chicago, Illinois



There are more survivors if you flee in tactical combat than in quick combat.

Jeff Lohmeier
Ferndale, Michigan

Wizball

Type the word Wizbore on the main screen. Repeat this action until the border flashes quickly. You will become indestructible.

Steve Rohatynsky
Winnipeg, Manitoba
Canada

World Class Leader Board

If the golfer doesn't appear on the screen, check the Shift Lock key. If it's down, release it and everything will revert to normal.

Costa Marcotsis
Columbia, South Carolina



When you're in a sand trap next to a green on any hole, use your five wood (5W). Aim straight at the hole and tap the button. The ball will quickly roll out of the trap and onto the green, and usually will hit the pin. Sometimes it even rolls into the hole!

Erik Haslam
South Milwaukee, Wisconsin



The punch shot is the most-needed trouble shot in the game. Unfortunately, it's not provided with the original course disk, but only on the extra course disks.

To use the punch shot with your original course disk, first load side A of an extra course that has the punch shot. When the computer prompts you to insert the other side of the disk, simply insert side B of the *original* course disk. The punch shot will be available throughout the disk.

Timothy M. Carr
Gaithersburg, Maryland

World Games

For Commodore systems, the world records are on track 16, sector 12. If you're skilled with a disk editor, change them to anything you'd like.

David Stewart
Hazel Green, Alabama



In barrel jumping, it's best to obtain speed as quickly as possible. To do this, I move left and right as quickly as I can. When I get to the flag marker, I press the fire button and move the joystick to the upper right-hand position. It's better to start jumping after the flag, than before or right at it. Using this method, I jumped 18 barrels.

*Eric Chan
Dallas, Texas*



In cliff diving, don't jump until the water is at its maximum. For maximum points, get as close as possible to the rock on the right-hand side. The best score I've seen is 101.

In sumo wrestling, hold the joystick to the right with the button down until you grab your opponent's belt. Then keep your button depressed and repeatedly move the joystick from the center to the bottom until you throw your opponent over your shoulder. (It may take about three tries before you get him over.) Do **not** push up, or you'll fall and your opponent will win. The best score I've seen with this method is 449.

In bull riding, ride Bob for the best results.

*Evan Davis
Edgeworth, New South Wales
Australia*



In cliff diving, you should first be at the top of the cliff when diving. As you go into the water, don't turn your joystick left right away; wait until you're right in the middle of the surface of the water and the ocean floor; then turn left. This helped raise my world record from a 93 to a 98.

Contributor Unknown



In the log rolling event you can get as many points as you want using the two-player mode. With your partner holding one joystick and you holding the other, wiggle the joysticks at the same time. Keep moving the joysticks left and right until one person is tired. The world record can be easily broken using this method. I got a record of 781 points in this event.

Contributor Unknown



In weight lifting, the key to the timing lies in the breathing. Let your lifter breathe twice between lifts (in + out = 2 breaths). On the last lift he doesn't breathe, so just imagine him breathing.

Danny Correia
Saint John, New Brunswick
Canada

World Karate Championship

Here's how to beat the computer. Face to the left, (white player). When the computer approaches, flip over him and finish him off. Watch out for his low kick and high punch.

Omar Salinas
Address Unknown



When you try a jumping kick against the computer, he blocks it. He can also be fast enough to block your following front kick. It is better to follow with a low kick, which will turn him off for good.

If you are not a good player, you can do the front kick and earn more points for it, but if you aren't fast enough, he will block you.

Jan Sysel
New York, New York



When your opponent's first move is a forward somersault (which is most of the time), immediately do a jumping side kick to finish him off. You will score either 500 or 1,000 points.

When it's time to break boards with your head, jiggle the joystick up and down as fast as you can before the computer prompts you to GO. When it finally says GO, you will break all the boards, scoring 2,000 points—Ouch!

Geoff Holland
Norris City, Illinois

Xyphus

To get past the werewolves on level 1, keep all of your characters in the fort, except for an elf. Use the elf to lure the werewolves close to the fort, where your other characters can both fight and get healed.

On level 3, you can cross the river at its widest point.

David Victor
Waukegan, Illinois

Yie Ar Kung-Fu

When you fight the enemy, do not attack head on. Instead, jump around to confuse him. Then, when you are really close to him, leg sweep. It takes practice, but you can even hit four or five times in a row.

Chris Gioia
Address Unknown



To beat Pole, jump immediately to the right of him. Kick him once, then jump over him. When he comes at you, just jump-kick him. When he shows off, down punch him; repeat until he's dead.

Mike Cramer
Redding, California



To defeat Club, jump diagonally and land on top, or as close as you can, to him. Then start giving him high punches or low kicks. This way his clubs can not touch you.

To defeat Pole, duck when he charges and give him a low kick when he is close enough. Repeat this step until he is knocked out.

To defeat Star, jump every time you hit her, or when you get hit, to avoid her shenanigans and you will save a lot of strength.

Jeffrey Wong
Address Unknown



If you have gotten to Pole, you have probably found out that he is hard to beat. Well, here's a way: you've got to jump around a lot, then when he points his pole down, start high-kicking him as many times as possible.

Doug Cross
Sellersburg, Indiana



When you encounter Nunchu in stage three, push up on the joystick and press the fire button and keep it in this position. When you do this, your man should go into a wild frenzy and start hacking away. If you do this correctly, you will always be able to make it past stage three with at least one energy point left. This move will also help you get past other opponents.

Zero Batsell
Address Unknown



When you are up against Pole, just pull back on the joystick and wait until he comes over to you and do sweep kicks, but your timing has to be just right!

Eddie LeBaron
Address Unknown



To easily get by the first three enemies, continually hold the fire button down and the joystick up. This will activate the flying kick and defeat Buchu, Star, and Nuncha. It might also earn you an extra life or two.

Doug Hala
Toledo, Iowa



To defeat Pole every time he comes near you, simply press the joystick down while pressing the fire button. This works 96 percent of the time.

Rob Abramowitz
Address Unknown



To beat the first six opponents except for Pole, hold the joystick up while depressing the fire button. For Pole, you must pull down until he almost touches you, then push the fire button to kick him. When he crosses back to the other side of the screen and approaches you again, repeat this move until he is beaten. Be careful—Pole is very dangerous.

Robert Earle Perkins
Address Unknown

Z-Pilot

When warping from level 1 or 2 to the next level, you can skip that level by holding your stick diagonally with the fire button pressed in. Do it when you begin to warp, and when the warp to the next level is completed.

Omar Khan
Petersburg, Virginia



On the first level, right after you go into the time warp, hold the joystick up for a second and then push diagonally up and right. Repeat this until you get to the last level. Collect five energy bombs and destroy the Control Ship.

Kurt & Mark Frymire
Address Unknown

Zak McCracken

To learn how to use the blue crystal, go to Katmandu, Nepal, where you will see a guard. Give him the book on Enlightenment and he will let you pass the door to see the Guru. The Guru will teach you how to use the crystal.

To obtain a glowing device, go to Bermuda and get on the spaceship with the pilot. He will escape from the ship by using a code on the color panels, but you should stay aboard and put on your wetsuit, oxygen tank, fishbowl, and parachute. Then do the codes and stand in the middle of your screen.

After a few seconds, you'll be falling from the sky; use your parachute. When you land in the water and see a dolphin, take off your fishbowl and oxygen tank and play your kazoo to attract him. Use the blue crystal to gain control over him, then go under the water and pick up the pile of seaweed. You'll see a glowing device, which you should pick up and give to Zak. It's part of the Skolarian device.

To learn to use the yellow crystal, go to Kinshasha, Zaire and give the golf club to the Witch Doctor. After he does his dance, show him the crystal and he will teach you how to use it.

Basil Ansari
Bradford, Ontario
Canada



Unknown to most, there is a way into the secret room. In Zak's bedroom, pull up the corner of the rug and you'll see what I mean. Use the wire cutters to pull up the loose boards. Don't go down until you have a rope tied to the door, or there's no way out!

Admittedly, there's not too much down there, but if the aliens have somehow taken the Blue Crystal or the Crystal Shard, you'd better get them back.

Don't forget your disguise: you must wear the nose glasses and the hat.

Aaron Maupin
Fresno, Ohio



Here's how to get the Blue Crystal and meet Annie. Fly Zak to Seattle and have him pick up the tree branch. Give the peanuts to the two-headed squirrel. Use the tree branch with the loose dirt by the tunnel. Walk in the door, and use the tree branch with the birds nest at the top of the screen. Use the birds nest in the fire pit. Use the tree branch in

the fire pit. Use the lighter on the branch and the nest.

If you don't have a lighter, it's coming. Walk to the yellow markings next to the right wall. Use yellow crayon on strange markings. Walk in the door, then use remote control. Pick up the Blue Crystal.

Back in San Franciscô, walk to the bus. Move the cursor on top of the screen and hit the button. Go to 14th Avenue and use the Blue Crystal in the slot in the second door.

You get three important items on the plane, including the lighter. Go to the bathroom. Use the toilet paper in the sink, then turn on the sink. Push the call button, and get out of there. Walk to the room where the waitress was. Wait until you hear a click, then go to the microwave. Open microwave. Use egg in microwave. Turn on microwave, then go back to your seat.

Wait until the stewardess says "Oh, no!" Walk to the empty seat, pick up its cushion and the lighter that fell. Open all the bins. Pick up the item that looks like a vacuum cleaner.

Here's how to pull a fast one on the store owner. Buy the tool kit and open it, noticing all the stuff you get. Without closing the kit, sell it. You get to keep its contents.

*Sal Castiglione
Sayville, New York*



When you first start out in the game, go into your kitchen and get the Butter Knife that is hanging on the wall. When you need extra money in the future, take it to the Buy/Sell Shop on 13th Avenue. The man in the store will buy it from you for \$1,500!

*John Kreps
Grapevine, Texas*



To pay off the telephone bill without using your Cashcard, go to Lou's Loans and buy everything. Then put on the nose glasses and the hat, go to the phone company and walk behind the counter. Use the terminal. This will let you write your bill off the system.

*Dave DeLaSerda & Steve Bower
Fremont, Ohio*



In London, have Annie give the whiskey to the sentry. When he moves, turn off the lever and use the wire cutters on the fence.

*Brett Prescher
Gainesville, Texas*



To get the loaf of French bread, ring the bakery doorbell three times.

*William Lautzenheiser
Reading, Massachusetts*



To get the Cashcard under the desk, you must first pull the loose wallpaper and rip it off the wall. Then use the torn wallpaper on the green card. After this, you'll have your Cashcard.

*Billy Best
Glendale, New York*



There are strange markings on one of the legs, which if connected properly, will open a secret door.

To open the door, obtain the Blue Crystal and use one of your friends on Mars to go to the Great Chamber. In the Chamber is a statue with strange horizontal markings upon it. Have Zak draw these markings vertically and the door will open.

*Basil Ansari
Bradford, Ontario
Canada*



To win the lottery, go to the Bermuda Triangle and enter the spaceship. Make sure you've filled out the application and have the Fan Club Card. Read the Lotto Dictor, which will have the winning numbers.

To enter Stone Henge, use the bottle of whiskey that the bum gives you after you give him the book. Have Annie give it to the guard.

To join the two pieces of the Yellow Crystal, use the Flagpole in Stone Henge. Rest the pieces on the rock and have Annie read Words of Power. The two will become one.

When the Zaire witch doctor shows you the knee dance, remember the order the people do it in. This information will be valuable later.

Contributor Unknown

Zaxxon

Type RED at the title screen, and you'll be immune to destruction. You may have to try it a few times until it "takes." Once you've succeeded, you'll see the word RED, colored red, just above the Zaxxon logo, and just below your previous score. Once that happens, just start and play the game in the usual manner.

For an interesting game, go to the lowest altitude and fire at the wall. Your missiles will explode, but you'll sail right through the wall, able to blast anything you want.

Dan Clarke
Rochester, New Hampshire



On the level with the forcefields, shoot ahead of you until your bullets go through the space you're traveling into. Don't move your joystick until you have gone through.

Aaron Smith
Bountiful, Utah



To pass the white laser in the second block, push down until the altitude level is at the third line. If you do it correctly, you'll pass through easily.

To get a full tank of fuel, fly as low as possible for a few feet, then pull up to your original altitude.

Don't worry about fuel when fighting planes in between blocks. You don't use any fuel until the next block.

To pass walls, go to any altitude you want, then start firing. If your lasers hit the walls, make the necessary adjustments until they no longer hit them.

When fighting planes, always go as high as possible, and keep firing. This way, they don't attack as much and are easier to destroy.

Dave Boyden
Gaylord, Michigan

Zork I

When you encounter the Cyclops, type in the word ODYSSEUS. This will make the Cyclops run through the door into the house.

Dan Haveman
Grand Rapids, Michigan



To get rid of the Cyclops say, "Odysseus" or "Ulysses." To get the platinum bar, say "echo." Be sure the thief steals the jewel-encrusted egg so he will open it to reveal a clockwork canary. (If he doesn't, you can't get the canary or the brass bauble).

Zork II

The garlic is used to keep the giant bat from swooping down and picking you up.

Stephen E. Mynhier
Lake City, Florida



To turn the sound off in the Loud Room and get the platinum bar, just type ECHO.

Mike Boone
West Chester, Ohio



When you are at the bottom of the rainbow, wave the sceptre and it will become solid. Then look and you should see a pot of gold!

Eddie Staszko
Mayville, Wisconsin



When you reach the cyclops room, make sure you have the bottle of water and the sandwich (both found in the paper sack in the kitchen of the white house) with you. Give the sandwich to the cyclops and when he eats it, give him the bottle of water, this will cause the cyclops to fall into a deep sleep. He will not wake up unless you hit him. There is also another way to deal with him (for good). When you are in the room say, "Odysseus" or "Ulysses," and he will run, knocking down the east wall and breaking down the nailed up door in the white house. This leaves a passage to the living room.

Once you have done this, go up from the cyclops room and see where you end up.

Get as many treasures as you can (preferably heavy ones), and confront the thief in his Lair. One by one give him your treasures. Seem Strange? For each item you give him, his load gets heavier and heavier, making it harder for him to defend! You will now have a few chances in which to kill the thief.

Alan Barrett
Boise, Idaho

Zork II

When you get to the first puzzle room southwest of the carousel room, the answer to the riddle is "well."

Andrew Zeitoun
Scarborough, Ontario
Canada



To get the key to open the door in the Tiny Room, put the mat under the door and push the letter opener into the lock. This will make the key fall out of the other side of the lock onto the mat. Just pull the mat out from under the door, and you will have the key.

Jeff T. Henson
Mayflower, Arizona



To kill the dragon, attack him until he is interested, then move one area toward the Ice Room. Repeat this until the dragon follows you all the way to the Ice Room, where he will die in an interesting way.

Consequently, there is nothing to stop you from stealing all his treasure.

Aaron Maupin
Fresno, Ohio

Zork III

When you are on the shore of the Flathead Ocean, wait around until a ship comes floating by. Then say, "Hello Sailor." The sailor will throw you a vial of Invisibility Potion.

When in the technology museum, push the gold machine into the Jewel Room and turn the dial to 776 GUE. Sit on the seat and push the button. Then wait for the guards to leave (you will hear a loud crash). Take the ring, *and only the ring*. Go back into the museum, turn the dial to 948, and hide the ring under the seat. (If you took the other jewels they will find the ring, and you will not be able to reclaim it). Sit on the seat and push the button. You are now back in 948 GUE. So look under the seat and get your ring!

Eddie Staszko
Mayville, Indiana



When you find an old man sleeping in the Engraving Room, feed him the bread. He will show you a secret door in the wall that you cannot find without his help.

Jeff T. Henson
Mayflower, Arizona



After getting the old man to show you the secret entrance in the engraving room, go north to the beam room. Put an object in the beam, then go

south one room to the button room. Press the button, and the mirror in the mirror room will open.

*Liam O'Brien
Weehawken, New Jersey*

Zorro

Anyone who is having trouble getting through the game should keep referring back to the screen with the couch and key. Use the key to get through the door, and get the object inside. You will have to use it on another screen to complete your task.

*C. Crow
Granville, Massachusetts*



Give the bottle to the man sitting on the bar. Wait until he passes out, then bounce on his belly to the upper level. Use your sword to force a bad guy off the top ledge. He will grab the chandelier and lift the barrier. Now descend!

*Greg Eades
Mission Viejo, California*



To get into the underground passageways, you must get the wine glass, the horse collar and the boot. You must also put the two bells in the church steeple.

To get out of the passages, you have to get all the moneybags, then find the bar with the glass, boot, and horse collar on it in the upper-right corner of the screen. Go up the ladder next to the bar, and you'll be out!

*Shane Doucette
Fort Qu'Appelle, Saskatchewan
Canada*

General Tips on Commercial Software

Commercial Software and The Reset Button

If your computer has a reset button, you can sometimes use it to start commercial programs. On the Commodore version of Pole Position, and some others that are started by a SYS command, you need not remember or type the SYS. Just press the reset button, and the game will start in the usual way.

POKE and SYS

Some of the tips in this book suggest the use of POKE or SYS commands to achieve a desired result. POKEs change the value of a number stored in memory, while SYSs execute a machine language program.

These BASIC commands are extremely specific to a given computer system, and are unlikely to work with different computers. A few POKEs are usable on both the Commodore 64 and 128, but that is the limit of compatibility.

Consequently, if you're using an Amiga, Apple, IBM, or other system with tips for a Commodore 64 or 128, avoid the ones with POKEs or SYSs.

How To Use POKEs and SYSs

Some tips for commercial programs suggest making POKEs before the program is run. Often, this can give you extra or unlimited lives, or endow you with superhuman powers.

Some people are confused about POKEs, but it is not difficult to understand their logic. Just load the program into memory; then, before

running it, make the POKEs to change the contents of certain memory locations. Finally, you run the program by typing a RUN or a SYS statement and pressing Return.

If you mistakenly perform the POKEs before loading the program, the subsequent LOAD will overwrite the changed memory locations.

Some programs, however, begin executing as soon as they are loaded. What do you do about them? The usual solution is to press your Reset button, make your POKEs, then execute a RUN or a SYS. Basically, the reset button lets you regain control of your computer while leaving the memory intact.

Track and Sector Editors

A few of the tips in this book call for using programs known as disk editors, or sector editors, or track and sector editors (the terms are interchangeable). These programs let the user directly read the information written on a disk, and usually allow him to change it.

It's important to note that disk editing information is very computer-specific. For example, a tip describing the disk location of scores for a Commodore game will never apply to the same game for another computer.

You must be **very** careful when using editors, because they have the power to corrupt your disks. Knowledgeable people are very careful with their disk editing programs; they've been burned a few times in the past. Here are a few points of caution:

- Before using any disk editor, read the manual carefully. These are powerful programs that you **must** understand in-depth.
- Learn the program by experimenting on a disk of little value, such as a scratch disk or an outdated backup.
- Always remember that your program has the power to ruin your disk.
- **Never** use an editor on the original disk of any commercial program. If you ruin your backup, you can always make another copy; if you ruin your original, you'll have to pay for a new one.

128 Keys in 64 Mode

If you're using your 128 in 64 mode with commercial software, try all of the 128 keys that are normally dead in the 64 mode. With Fleet System 2, for example, the No Scroll key acts like the Run/Stop function and

switches to the menu. Other keys do different things, and on some software, the numeric keypad can be enabled.

Regardless of your software, the left mouse button or joystick fire button corresponds to Function Key 8 when the device is plugged into Port 1. Joystick down corresponds to pressing the Insert key, joystick right is equivalent to a cursor left, and joystick left is the same as pressing Return.

Bypassing Protection Hardware on Commodore Computers

Some commercial programs come with a little plug that must be inserted in a joystick port or elsewhere before the program will load. Their makers call these gadgets “dongles,” “keys,” or something similar. Users have names of their own, many of them not so polite. I’ve learned that I can load Access’s games, such as Leader Board and Tenth Frame, without using the protection key. I just plug my Datassette into the cassette port, then proceed to load the game. If I press Play while the game is loading, it skips right through the protection check. You might want to try this on commercial programs of your own.

Key-Protected Software on The 128

The “key” or “dongle” from some programs will not fit into the 128. (These “keys” are little gadgets that plug into the joystick port; they’re used for program protection. An overhang on the 128’s case keeps them from being plugged in properly). The problem can be solved by plugging the key into the joystick extension cable, then plugging the cable into the joystick port. Such cables are available at Radio Shack and at many other computer stores.

Software Documentation

If the documentation on your commercial software seems poor or completely lacking, check the directory on the disk. Sometimes manufacturers put the documentation directly on the disk in a readable file. To investigate this on Commodore machines, load the directory and look for files with SEQ after the filename.

These files are sequential files and can be read with many word processors or with a sequential file reader program. Often the filename will indicate just what the file contains.

General Tips on Commercial Software

Note: Tips for this chapter have been contributed by: Javier Arano, Capital Federal, Argentina; Mary Lee McCafferty-Resnick, Butler, Pennsylvania; Sean Burke, Burton, Ohio; Michael Kimsal, Mt. Clemens, Michigan; Arthur K. Yellin, Olney, Maryland; and Rebecca Begley, Louisville, Kentucky.

Game Programs Listed by Publisher

If there is a game that you particularly enjoy, you might also like other games from the same publisher. This chapter can help you find them. Just locate your game in the Contents, which will also list the publisher. Then just find the publisher in this chapter for a list of their other products.

Many publishers have additional games that do not appear in this book. (They only appear if people send tips on playing them.)

I can use any properly documented information you might have about the games shown under "Publisher Unknown." If you have a manual, or any packaging that indicates the publisher, make a copy and send it to:

The Gold Mine
P.O. Box 101011
Pittsburgh, PA 15237

Be sure to include any information you might have about the publisher's address and telephone number.

Access

Beach Head
Beach Head II
Echelon
Executive Leader Board
Leader Board
Raid Over Moscow
10th Frame
World Class Leader Board

Accolade

Ace of Aces
Apollo 18
Comics
Deceptor
Fight Night
4th & Inches
HardBall!
Law of the West

Game Programs Listed by Publisher

Mini-Putt
Power at Sea
PSI 5 Trading Company
Test Drive
The Train

Actionsoft

Thunderchopper
Up Periscope!

Activision

Aliens
Borrowed Time
Countdown to Shutdown
Gee Bee Air Rally
Ghostbusters
Great American Cross-Country
Road Race
Hacker
Hacker II
H.E.R.O.
Howard the Duck
Labyrinth
The Last Ninja
Little Computer People
Master of Lamps
Might and Magic
Murder on the Mississippi
Park Patrol
Pitfall
Pitfall II
Predator
Shanghai
Tass Times in Tonetown
Toy Bizarre
The Tracer Sanction
Transformers

Activision (U.K.)

Back to the Future
International Karate
International Karate II

Addison-Wesley
The Hobbit

Aegis

Ports of Call

Arcadia

Aaargh
Double Dragon

Artworx

Falcon Patrol II
Galaxy
Ghost Chaser
International Hockey
Police Cadet
Slap Shot Hockey
Strip Poker
Strip Poker II

Atarisoft

Centipede
Crystal Castles
Defender
Donkey Kong
Gremlins
Jungle Hunt
Mario Bros.
Robotron 2084
Track & Field

Avalon Hill

Dreadnoughts
Maxwell Manor
Moon Patrol
NBA Basketball
Super Bowl Sunday
Super Sunday
Telengard

Avantage

Battle Through Time

Desert Fox
Embassy Espionage (Spy vs.
Spy II)
The Island Caper (Spy vs.
Spy I)
Jet-Boys
Project: Space Station
Sigma 7
Spy vs. Spy Series
Spy vs. Spy I: The Island
Caper
Spy vs. Spy II: Embassy
Espionage
NOTE: See **Epyx** for Spy vs.
Spy III: Arctic Antics

BBS

Task Force

B.C.I.

Hydrax

Big Five

Bounty Bob Strikes Back
Miner 2049'er

Box Office

High Rollers

Broderbund

Blue Max
Castles of Doctor Creep
Cauldron II
Championship Lode Runner
Choplifter
Karateka
Lode Runner
Lode Runner III
Raid On Bungeling Bay
Spelunker
Star Wars
Stealth

Where in the U.S.A. is
Carmen Sandiego?
Where in the World is Carmen
Sandiego?
Zaxxon

Buena Vista

Who Framed Roger Rabbit

Capcom

1942
Ghosts n' Goblins
Side Arms
Street Fighter

CBS

Peanut Butter Panic

CDS

Frantic Freddie

Celery

Motor Mania

Cinemaware

Defender of the Crown
Rocket Ranger
S.D.I.
Sinbad and the Throne of the
Falcon
The Three Stooges

Commodore

Blueprint
Gorf
International Soccer
Kickman
LeMans
Questprobe I
Questprobe II
Questprobe Hulk
Satan's Hollow

Constellation

Mission Elevator

Cosmi

Aztec Challenge
Beyond Forbidden Forest
Defcon 5
The President is Missing!
Super Huey
Super Huey II

Creative Software

Save New York

Data East

Breakthru
Commando
Express Raider
Ikari Warriors
Karate Champ
Karnov
Kid Niki
Kung Fu Master
Platoon
Q*bert
Speed Buggy
Tag Team Wrestling
TNK III
Victory Road

Datamost

Aztec

Datasoft

Alternate Reality
Alternate Reality: The City
Alternate Reality: The
Dungeon
BattleDroidz
Force 7
The Prince of Magik
Theatre Europe

Discovery

Hybris

Dreamrider

Operation Terminal

Electric Dreams

The Rocky Horror Show
Spindizzy

Electronic Arts

Adventure Construction Set
Archon
Archon II: Adept
Arcticfox
Axis Assassin
The Bard's Tale I
The Bard's Tale II
The Bard's Tale III
Chuck Yeager's Advanced
Flight Trainer
Dan Dare
Deathlord
Delta Patrol
Demon Stalkers
Dragon's Lair
EOS: Earth Orbit Stations
F/A-18 Interceptor
Hard Hat Mack
Heart of Africa
Jordan vs. Bird: One On One
Legacy of the Ancients
Lords of Conquest
Mail Order Monsters
Marble Madness
The Mars Saga
M.U.L.E.
One-On-One
PHM Pegasus
Racing Destruction Set
Realm of Impossibility
Seven Cities of Gold

Skate or Die
Skyfox
Skyfox II
Strike Fleet
Touchdown Football
Ultimate Wizard
Wasteland

Epyx

Arctic Antics: Spy vs. Spy III
Boulder Dash
Boulder Dash II
Bulldog
California Games
Championship Wrestling
Destroyer
The Eidolon
Epyx Baseball
The Games—Winter Edition
Gateway to Apshai
G.I. Joe
Impossible Mission
Impossible Mission 2
Impossible Mission II
Jumpman
Jumpman Jr.
The Legend of Blacksilver
The Movie Monster Game
Pitstop
Pitstop II
Rad Warrior
Spiderbot
Sporting News Baseball
Spy vs. Spy III: Arctic Antics
Street Sports Baseball
Street Sports Basketball
Street Sports Football
Street Sports Soccer
Sub Battle Simulator
Summer Games
Summer Games II
Super Cycle

Temple of Apshai
Winter Games
World Games
World Karate Championship

Firebird

Booty
Elite
Galaxibirds
Guild of Thieves
Jinxter
Nodes of Yesod
The Pawn
Underwurld

Gamestar

Championship Baseball
GBA Championship
Basketball: Two-On-Two
GFL Championship Football
On Court Tennis
On-Track
Star Rank Boxing II
Top Fuel Eliminator

HesWare

Attack of the Mutant Camels
Benji's Space Rescue
Gridrunner II

Imagic

Imagic Tennis
Tournament Tennis

Infocom

Bureaucracy
Cutthroats
Deadline
Enchanter
Hollywood Hijinx
The Lurking Horror
Plundered Hearts

Game Programs Listed by Publisher

Spellbreaker
Starcross
Stationfall
Suspended
Zork I
Zork II
Zork III

Intellicreations

Bruce Lee
Conan
Goonies
Mercenary: Escape From Targ
Mercenary: The Second City
Zorro

Interplay

Neuromancer

Interstel

Star Fleet I

Konami

Boot Camp
Contra
Gradius
Mikie
Rush 'N Attack
Yie Ar Kung-Fu

Leisure Genius

Monopoly

Lucasfilm

Koronis Rift
Maniac Mansion
Zak McKracken

Mastertronic

1985: The Day After
Action Biker
Agent-X II

Bounder
Captain Zapp
Finders Keepers
Gates of Dawn
Hunter Patrol
Kane
Kikstart
Knight Games
Master of Magic
Ninja
One Man and His Droid
Phantom of the Asteroids
Prowler
Shogun
Street Surfer

Melbourne House

Barbarian

Micro Lab

Death in the Caribbean
Dino Eggs

Micro League

Micro League Baseball
Micro League WWF Wrestling

MicroProse

Acrojet
Airborne Ranger
Crusade in Europe
F-15 Strike Eagle
F-19 Stealth Fighter
Gunship
Kennedy Approach
Pirates!
Project: Stealth Fighter
Red Storm Rising
Silent Service

Microillusions

Faery Tale Adventure
Fire Power

Mindscape

Blockbuster
Bop'n Rumble
Bop'n Wrestle
Deja Vu
Fist
Gauntlet
Halley Project
Indiana Jones and the Temple
of Doom
Indiana Jones in the Lost
Kingdom
Infiltrator
Infiltrator II
Into the Eagle's Nest
James Bond
MISL Soccer
Out Run
Paperboy
Parallax
Road Raider
Road Runner
Shadowgate
Superstar Ice Hockey
Superstar Soccer
Tai-Pan
Uninvited
Uridium
Usagi Yojimbo

Muse

Beyond Castle Wolfenstein
Castle Wolfenstein
Space Taxi

Omnitrend

Breach

Origin Systems

AutoDuel
Moebius
Ogre

Times of Lore

Ultima I
Ultima II
Ultima III
Ultima IV
Ultima V

Pacific Tri Micro

Ghost Town
Saboteur

Paragon

Master Ninja

Parker Brothers

Montezuma's Revenge
Popeye

Penguin

Xyphus

Pioneer

Duel

Polarware

The Crimson Crown

Publisher Unknown

Amazon Women
Barbarians II
Beyond Shadowfire
Black Hawk
Bomb Jack
Bomb Jack II
Buckaroo Banzai
Burgertime
Burnin' Rubber
Cavern of Riches
Championship Soccer
Commodore Basketball
Crackout
Decathlon

Dennalfloss II
Doughboy
Exploding Fist II
Fairlight
Fist II
Friday the 13th
Future Knight
The Great Giana Sisters
Green Beret
Gumshoe
Harrier Attack
Hotdog Aerials
ICUPS
Interceptor
International Basketball
The Island of Dr. Destructo
Kung Fu Hero
Light Force
Miami Vice
Mindshadow
Missile Finder
Ms. Pac-Man
O'Riley's Mine
Revenge of the Mutant Camels
Rupert/Toy Maker's Party
Space Ace
Spell of Destruction
Suicide Express
Super Mario Bros.
Super Sprint
Tag Team
Tapper
Time Pilot
Top Duck
V
Wizard

Quality

Ali Baba and the Forty
Thieves
The Return of Heracles

Quantum Link

Odin

Rainbird

Sabre Wulf
Warhawk

Scholastic

Agent USA

Sega

Space Harrier

ShareData

Classic Concentration
Family Feud
The Hulk
Jeopardy
Skate Rock
Space, the Ultimate Frontier
Spiderman
Starquake
Wheel of Fortune

Sierra On-Line

B.C. Quest For Tires
B.C. II: Grog's Revenge
Frogger
King's Quest III
Leisure Suit Larry
Lunar Lopper
Mickey's Space Adventure

Simon & Schuster

Spy Hunter
Star Trek: The Promethean
Prophecy
Super Zaxxon

Simulations Canada

Seventh Fleet

Sir-Tech

Wizardry I
Wizardry II

Softsync

Mothership

Software Simulations

Football
Pure-Stat Baseball

Solid Gold

Beyond Zork
The Hitchhiker's Guide to the
Galaxy
Leather Goddesses of Phobos
Planetfall
Star League Baseball
Star Rank Boxing
Wishbringer

Spectrum Holobyte

Falcon

Spinnaker

Amazon
Dragonworld
Rendezvous With Rama
Sargon II

Strategic Studies Group

Russia

Strategic Simulations

Colonial Conquest
Computer Ambush
The Eternal Dagger
Gemstone Healer
Phantasie
Phantasie II
Phantasie III: The Wrath of
Nikademus

Pool of Radiance

Questron

Questron II

Realms of Darkness

Rings of Zilfin

Roadwar 2000

Roadwar Europa

Shard of Spring

War in the South Pacific

Wargame Construction Set

Wizard's Crown

SubLOGIC

Flight Simulator I
Flight Simulator II
Jet
Night Mission Pinball
Stealth Mission

Synapse

Alleykat
Fort Apocalypse
Pharaoh's Curse

Taito

Arkanoid
Bubble Bobble
Rastan
Renegade

Telarium

Nine Princes in Amber

Terrier

Amusements of the Mou Tai
Masters
Conan the Librarian
I Love Lucy
Revenge of the Nerds

Three-Sixty

Dark Castle

Game Programs Listed by Publisher

Thunder Mountain

Dig Dug
Galaxian
Pac-Man
Paradroid
Rambo
Top Gun
Wizball

UXB

Ace

Ace 2

Bazooka Bill

Kung Fu: The Exploding Fist

Z-Pilot

Windham Classics

Alice in Wonderland

Below the Root

Swiss Family Robinson

Treasure Island

The Wizard of Oz

Directory of Software Publishers

During the preparation of this book, I put considerable effort into locating the publisher of every game that is mentioned. I soon discovered many obstacles, for example:

- It is a dynamic industry and software companies frequently move, change names, or change ownership. Keeping up with them is **not** an easy task. Neither is finding them after they've moved.
- Many of your favorite games are several years old or older, which means the above dynamic activities have had quite a long time to work.
- These games are from every continent of the world. Many games are available only in one area (Australia, for example) or are marketed under different names in different countries.

Consequently, finding all of these addresses is a quest—just like solving an adventure game, only *real*. So, although I haven't found every nugget in this particular mine, I'm proud to share my treasures.

Where two telephone numbers are listed, the first one is the company's main number, the second, their customer service or technical support line.

Access Software, Inc.
545 W. 500 S.
Bountiful, UT 84010
(801) 298-9077
(800) 824-2549

Accolade
550 S. Winchester Blvd.
Suite 200
San Jose, CA 95128
(408) 985-1700
(408) 296-8400

Actionsoft

Distributed by SubLOGIC

Activision

Distributed by Mediagenic

Addison-Wesley Publishing Co.

Consumer Software Division

Route 128

Reading, MA 01867

(617) 944-3700

Aegis Development, Inc.

2210 Wilshire Blvd.

Suite 277

Santa Monica, CA 90403

(213) 392-9972

Arcadia

Distributed by Mastertronic

Artworx Software Co., Inc.

1844 Penfield Road

Penfield, NY 14526

(716) 385-6120

(800) 828-6573

Atarisoft

1399 Moffett Park Drive

Sunnyvale, CA 94088

(408) 745-2000

Avalon Hill Game Co.

The Microcomputer Games

Division

4517 Harford Road

Baltimore, MD 21214

(301) 254-9200

Avantage

Distributed by Accolade

BBS

Local Bulletin Board Systems

B.C.I.

Address Unknown

Big Five Software

Address Unknown

Box Office Software, Inc.

336 Robert Street

Suite 1202

St. Paul, MN 55101

(612) 292-8223

Broderbund Software, Inc.

17 Paul Drive

San Rafael, CA 94903

(415) 492-3200

Buena Vista Software

500 South Buena Vista

Burbank, CA 91521

(818) 569-7397

(818) 841-3326

Capcom

3303 Scott Blvd.

Santa Clara, CA 95054

(408) 727-0400

CBS Software

Distributed by Mindscape

CDS

Address Unknown

Celery Software

Distributed by Cosmi

Cinemaware Corporation
4165 Thousand Oaks Blvd.
Westlake Village, CA 91362
(805) 495-6515

Commodore Business Machines
1200 Wilson Drive
West Chester, PA 19380
(215) 431-9100

Constellation Software
17 St. Mary's Ct.
Brookline, MA 02146
(617) 731-8187

Cosmi
431 N. Figueroa Street
Wilmington, CA 90744
(213) 835-9687

Creative Software
Acquired by Epyx

Data East USA, Inc.
470 Needles Drive
San Jose, CA 95112
(408) 286-7074

Datamost
Address Unknown

Datasoft
Distributed by Software
Toolworks

**Discovery Software
International**
163 Conduit Street
Annapolis, MD 21401
(301) 268-9877
(800) 342-6442

Dreamrider Software, Inc.
970 North Main Street
Crete, IL 60417

Electric Dreams
Distributed by Mediagenic

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
(415) 571-7171
(415) 572-2787

Epyx, Inc.
600 Galveston Drive
P.O. Box 8020
Redwood City, CA 94063
(415) 368-3200

Firebird Licensees, Inc.
Distributed by Mediagenic

Gamestar
Distributed by Mediagenic

HesWare
Address Unknown

Imagic
Address Unknown

Infocom
Distributed by Mediagenic

Intellicreations
Distributed by Software
Toolworks

Interplay
Distributed by Mediagenic

Interstel

P.O. Box 57825
Webster, TX 77598
(713) 486-4163

Konami Inc.

815 Mittel Drive
Wood Dale, IL 60191
(312) 595-1443
(312) 350-1268

Leisure Genius

Distributed by Virgin
Mastertronic

Lucasfilm Games

Distributed by Mediagenic

Mastertronic

See Virgin Mastertronic

Mediagenic

3885 Bohannon Drive
Menlo Park, CA 94025
(415) 329-0800
(415) 329-7699

Melbourne House

Distributed by Mastertronic

Micro Lab

Address Unknown

**Micro League Sports
Association**

2201 Drummond Plaza
Newark, DE 19711
(302) 368-9990

Microillusions

Distributed by Mediagenic

MicroProse Software

180 Lakefront Drive
Hunt Valley, MD 21030
(301) 771-1151

Mindscape, Inc.

3444 Dundee Road
Northbrook, IL 60062
(312) 480-7667
(800) 221-9884

Muse Software

P.O. Box 283
Monrovia, MD 21770
(301) 865-0011
(800) 634-4207

New World Computing, Inc.

Distributed by Mediagenic

Omnitrend Software

P.O. Box 733
West Simsbury, CT 06092
(203) 658-6917

Origin Systems

136 Harvey Road
Building B
Londonderry, NH 03053
(603) 644-3360

Pacific Tri Micro, Inc.

P.O. Box 15907
Santa Ana, CA 92705

Paragon Software

600 Rugh Street
Greensburg, PA 15601
(412) 838-1166
(412) 838-1173

Parker Brothers

50 Dunham Road
Beverly, MA 01915
(508) 927-7600

Penguin Software, Inc.

Name Changed to Polarware,
Inc.

Pioneer Software

Address Unknown

Polarware, Inc.

1055 Paramount Parkway
Batavia, IL 60510
(312) 232-1984

Quality Software

21000 Devonshire St. #114
Chatsworth, CA 91311
(818) 709-1721

Quantum Link

8619 Westwood Center Dr.
Vienna, VA 22180
(703) 448-8700

Rainbird Software

Distributed by Mediagenic

Scholastic Software

730 Broadway
New York, NY 10003
(212) 505-3129
(800) 548-1604

Sega

Distributed by Mindscape

ShareData

7400 W. Detroit St.
Suite 170
Chandler, AZ 85226
(602) 961-7519

Sierra On-Line

P.O. Box 485
Coarsegold, CA 93614
(209) 683-4468

Simon & Schuster Software

15 Columbus Circle
New York, NY 10023
(212) 698-7000
(800) 624-0023

Simulations Canada

P.O. Box 452
Bridgewater, Nova Scotia
CANADA B4V 2X6
(902) 688-2808

Sir-Tech Software

P.O. Box 245
Charlestown Ogdensburg Mall
Ogdensburg, NY 13669
(315) 393-6633

Softsync

Address Unknown

Software Simulations

959 Main Street
Stratford, CT 06497
(203) 377-4339

Software Toolworks

19808 Nordhoff Place
Chatsworth, CA 91311
(818) 886-9000

Solid Gold Software
Distributed by Mediagenic

Spectrum Holobyte
2061 Challenger Drive
Alameda, CA 94501
(415) 522-3584
(415) 522-1164

Spinnaker Software
One Kendall Square
Cambridge, MA 02139
(617) 494-1200
(617) 494-1220

Strategic Simulations, Inc.
1046 N. Rengstorff Avenue
Mountain View, CA 94043
(415) 964-1353

Strategic Studies Group
1747 Orleans Court
Walnut Creek, CA 94598
(415) 932-3019

SubLOGIC Corporation
501 Kenyon Road
Champaign, IL 61820
(217) 359-8482
(800) 637-4983

Synapse
Distributed by Broderbund

Taito Software, Inc.
267 West Esplanade
Suite 206
North Vancouver,
British Columbia
CANADA V7M 1A5
(604) 984-3344
(800) 663-8067

Telarium
Distributed by Spinnaker

Terrier Software
153 Mayer Drive
Pittsburgh, PA 15237
(412) 367-1376

Three-Sixty Pacific, Inc.
2105 South Bascom
Suite 290
Campbell, CA 95008
(408) 879-9144

Thunder Mountain
Distributed By Mindscape

UXB
Distributed by Spinnaker

**Virgin Mastertronic
International, Inc.**
18001 Cowan
Suite A
Irvine, CA 92714
(714) 833-8710

Windham Classics
Distributed by Spinnaker

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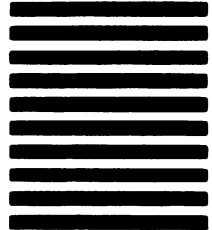
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